

FIG. 1

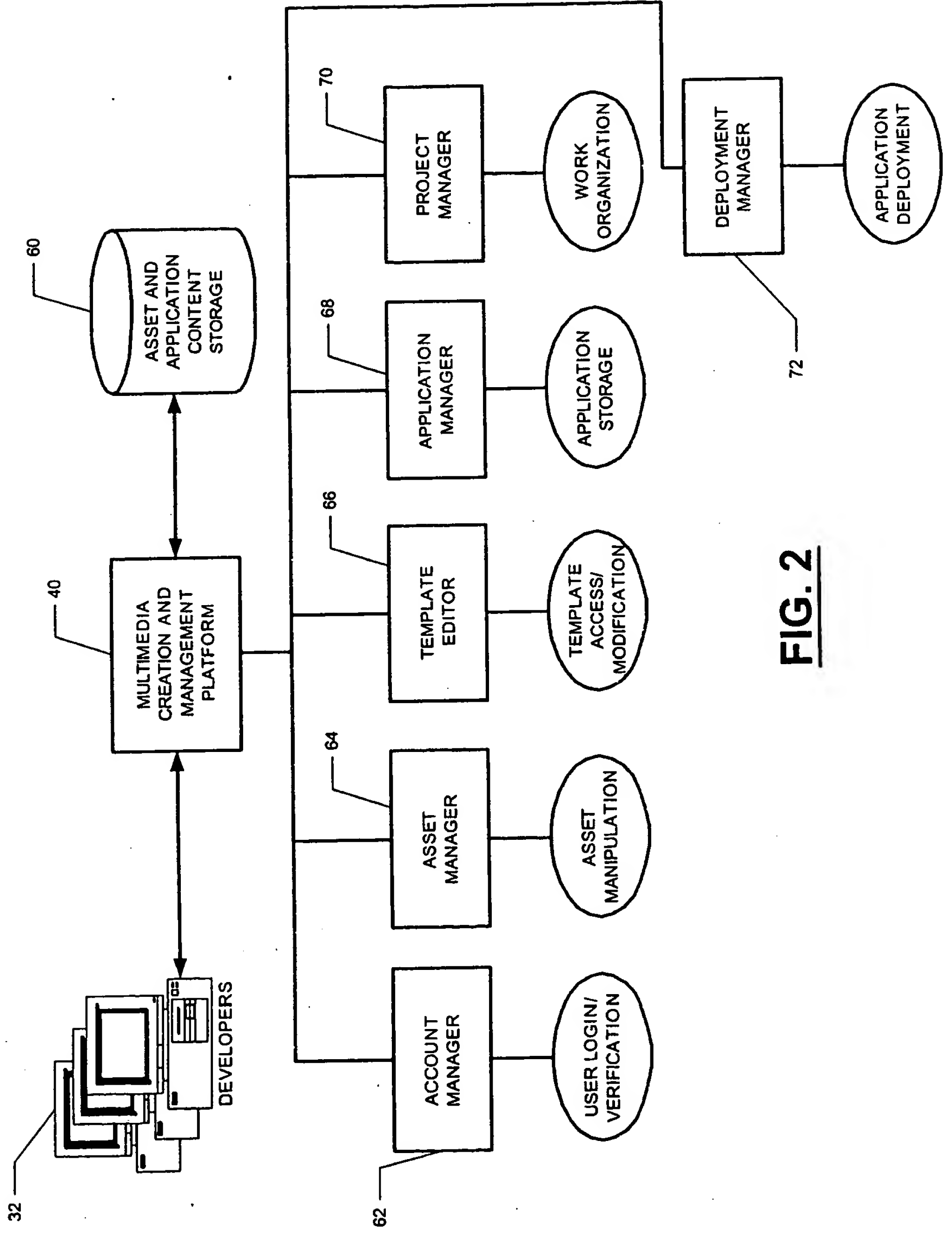


FIG. 2

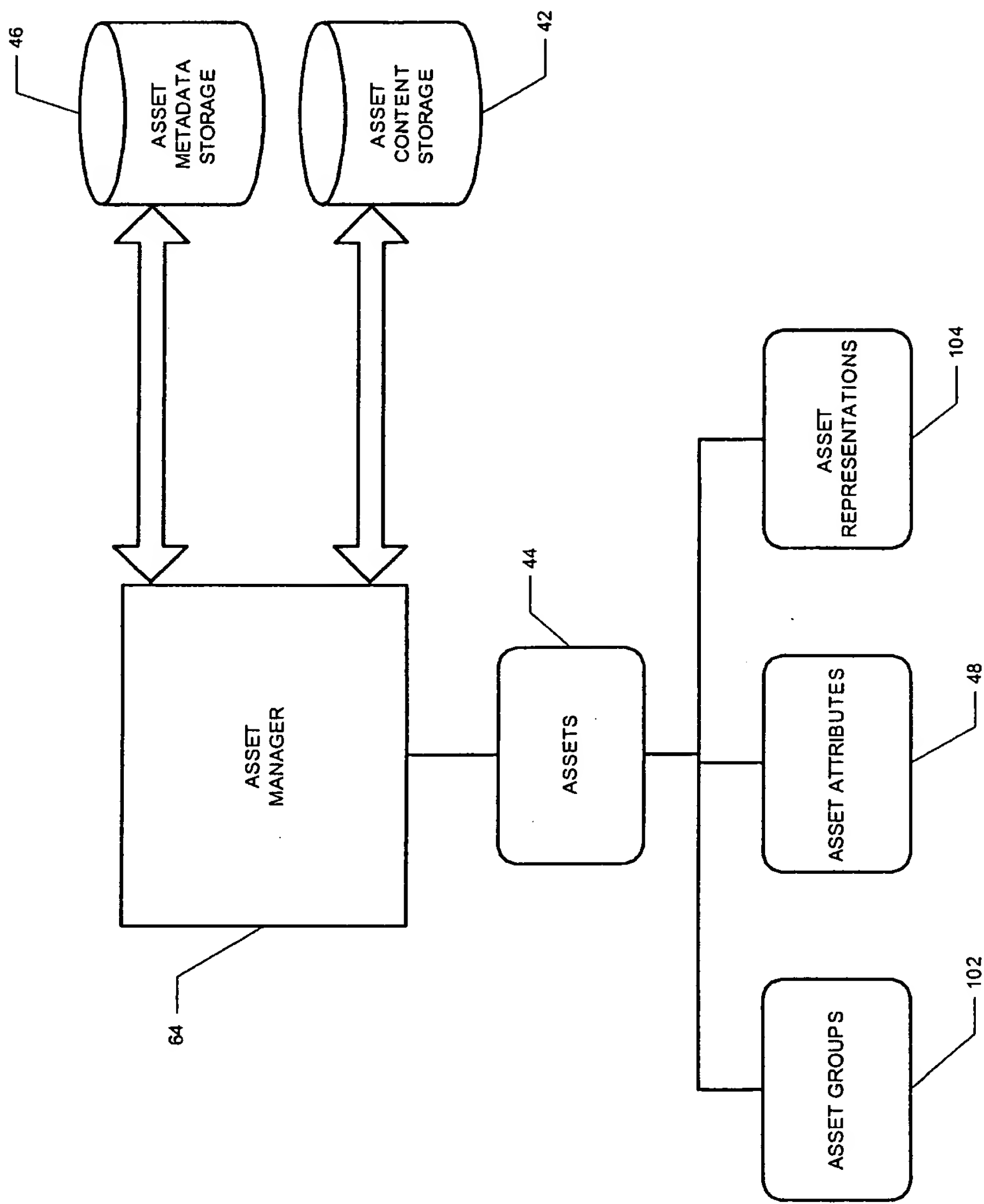


FIG. 3

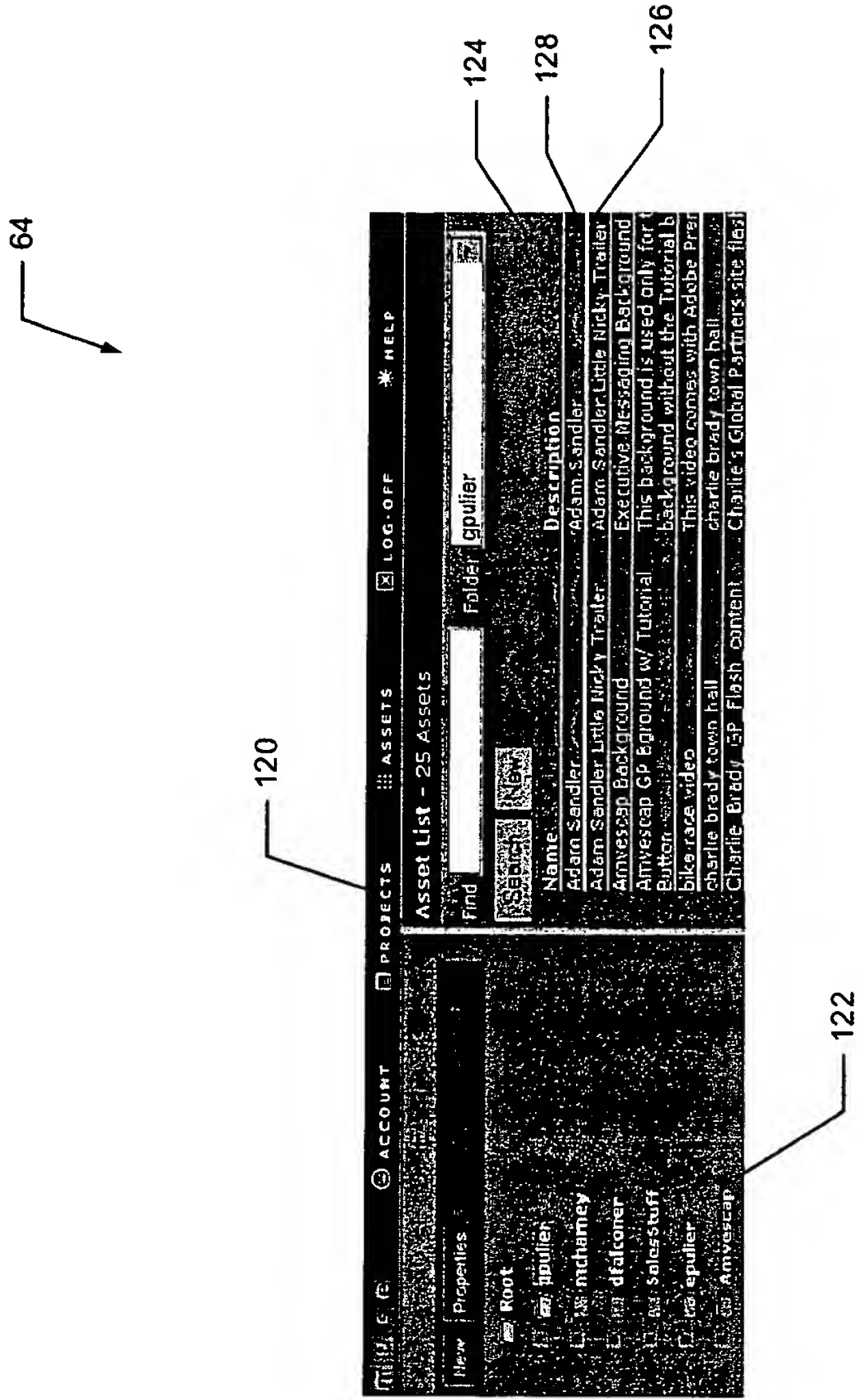
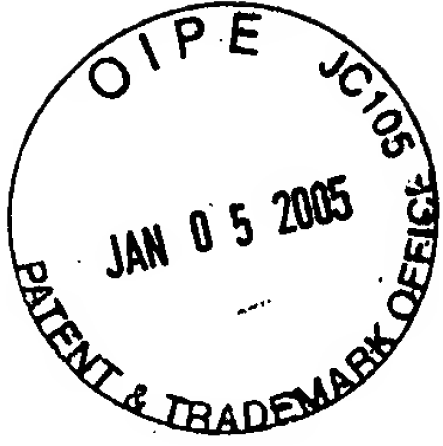


FIG. 4A



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Asset Editor ID: 1093

Asset Information			
Current Status	Approved		
New Status	<input type="button" value="Approved"/> <input type="button" value="Rejected"/>	Notes	
Folder	gpulier		
Asset Name	Adam Sandler		
URL	Unmanaged asset only		
Asset Type	Image		
Active Date	11/10/2000		
Expiration Date	12/31/2100		
Description	Adam Sandler		
Keywords			

Existing Representations			
Type Language	Bandwidth	File Type	Remove
URL (n/a)	(n/a)	Jpeg Image	<input type="checkbox"/>

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FIG. 4B



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Entity Editor

Entity Information			
Entity Location	/		
Entity Name	doe		

Current Users			
Name	Rights	Remove?	
Law, Brett	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator	<input type="checkbox"/>
Puller, Greg	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator	<input type="checkbox"/>
Hannon, Vaughn	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator	<input type="checkbox"/>

New Users			
User Id	Rights		
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	

FIG. 4C



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Type Information	
Type Name	Music Video
Destination	Music Video
Type	Video

New Fields	
(Click Select to add field...)	
Select	Remove

Save New Delete

FIG. 4D



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User Defined Field Editor

Field Name	Description	Type	Max Size
Album	Album Details	Text	100

Save New Delete

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FIG. 4E



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Existing Representations				
Type	Language	Bandwidth	File Type	Remove
Image	(n/a)	(n/a)	Image	<input type="checkbox"/>
Video	(n/a)	(n/a)	Image	<input type="checkbox"/>
Animation	(n/a)	(n/a)	Image	<input type="checkbox"/>
Small Thumbnail	(n/a)	(n/a)	Image	<input type="checkbox"/>
Large Thumbnail	(n/a)	(n/a)	Image	<input type="checkbox"/>
Original Asset	(n/a)	(n/a)	Image	<input type="checkbox"/>
Transcript	(n/a)	(n/a)	Image	<input type="checkbox"/>
Audio Clip	(n/a)	(n/a)	Image	<input type="checkbox"/>
Document	(n/a)	(n/a)	Image	<input type="checkbox"/>
Other	(n/a)	(n/a)	Image	<input type="checkbox"/>
URL	(n/a)	(n/a)	Image	<input type="checkbox"/>

1/16/2003 11:15:07

Asset History

User	Event	Notes
Puller, Greg	Created	
Puller, Greg	Approved	

Save New Delete

FIG. 4F



Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format.
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs.

FIG. 4G



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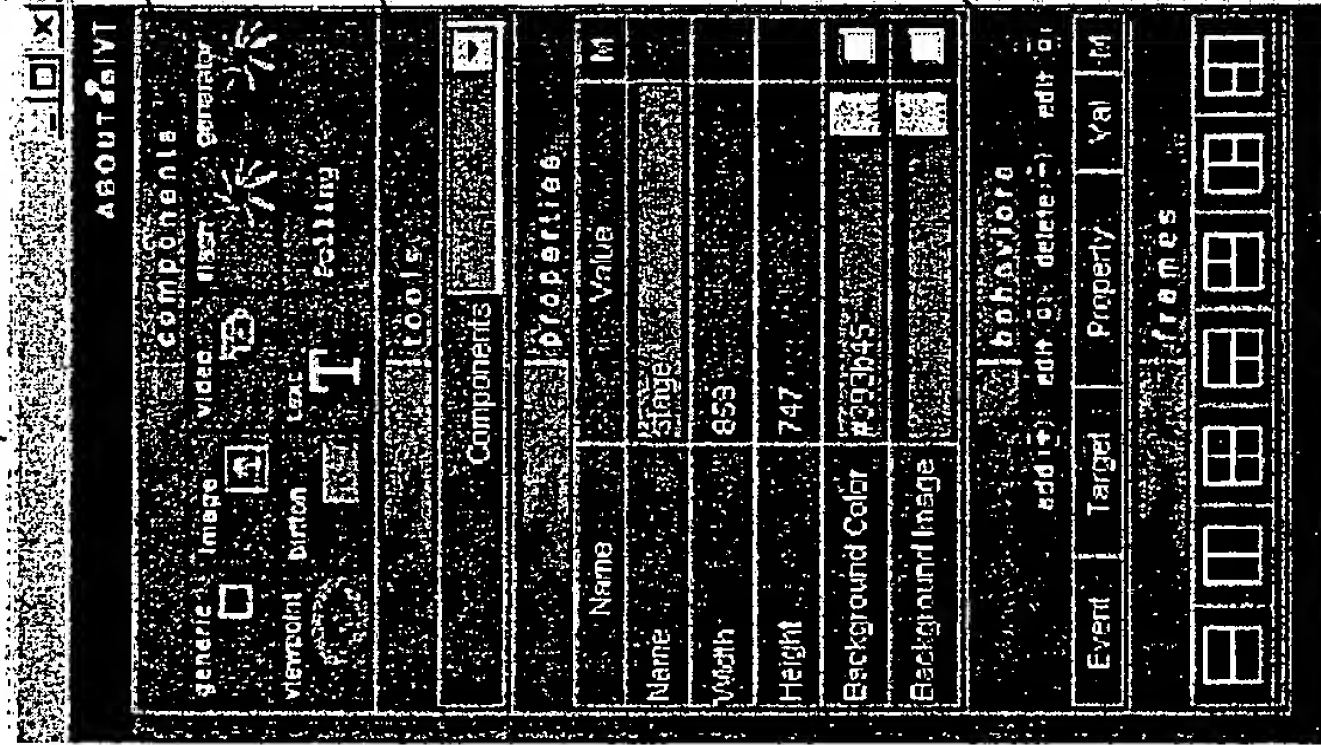


FIG. 5A



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Tools	
Components	
Video 3	
Properties	
Name	Value
Component Type	Video
Label	Video 3
Left	500
Top	107
Width	263
Height	263
Z Index	0
Visible	<input checked="" type="checkbox"/>
File Name	
Auto Start	<input checked="" type="checkbox"/>
Show Controls	<input type="checkbox"/>
Use MPH	<input type="checkbox"/>
Auto Size	<input checked="" type="checkbox"/>
Expand To Fit	<input type="checkbox"/>
Volume	
Controls	

FIG. 5B

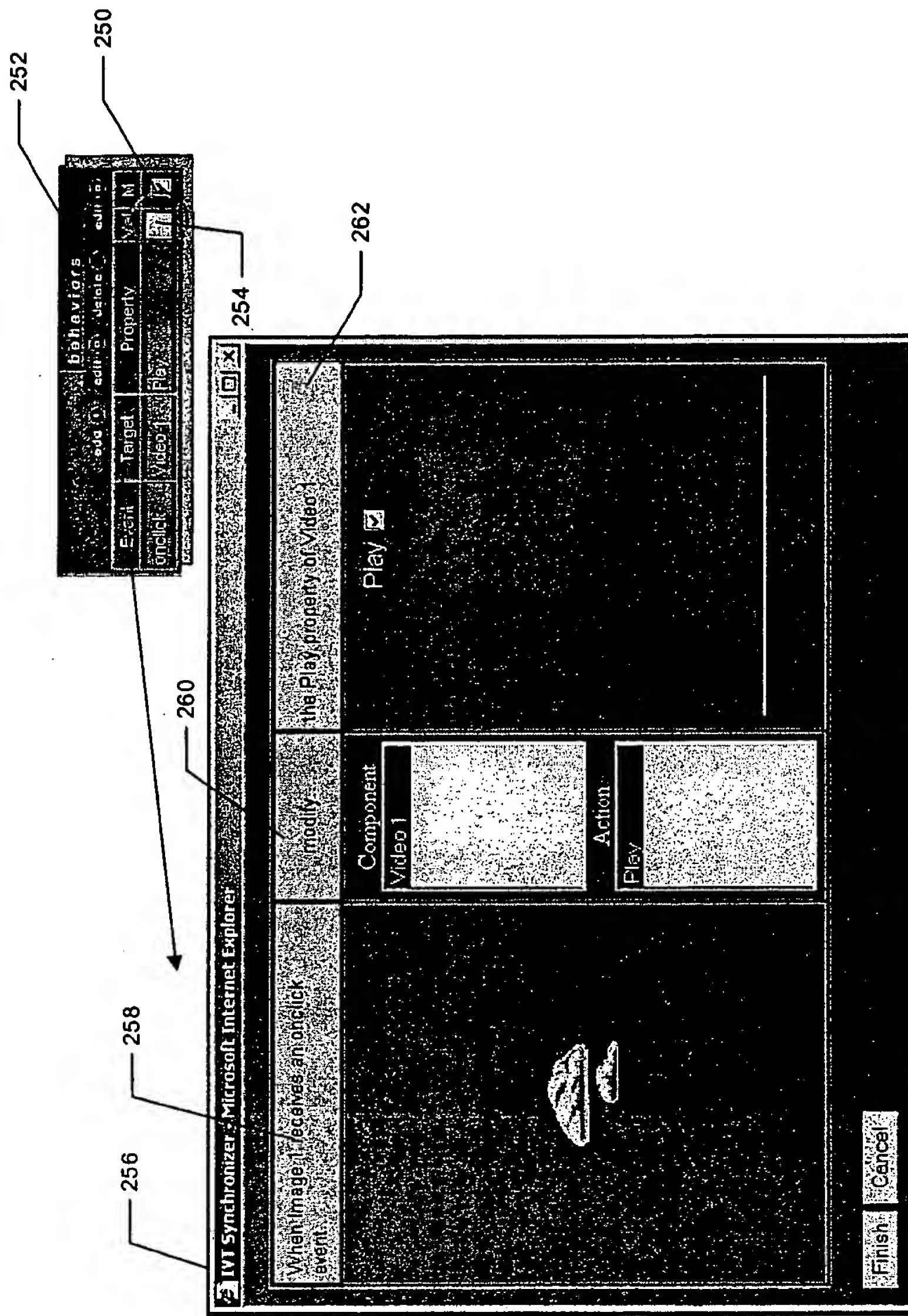


FIG. 5D



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PROJECTS

ASSETS

LOG-OFF

HELP

ABOUT

Jason Berkin

TEMPLATES

My First Template

Created

Modified

1/31/2001 4:44:00 PM

My First Application

Manage

Delete

Properties

Deploy

Template Name

My First Application

OK

Cancel

My First Template

My First Application

284

286

FIG. 6A

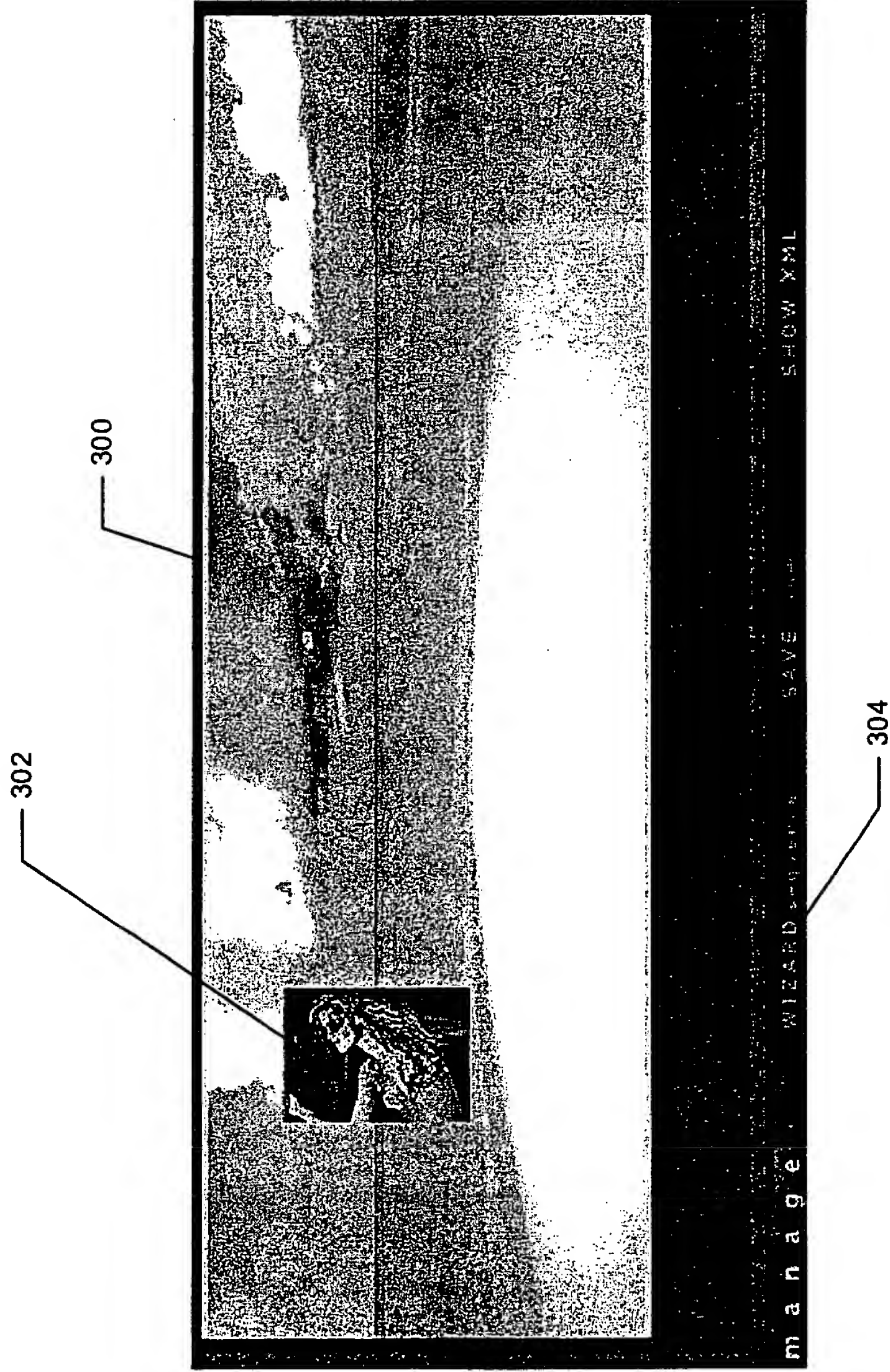
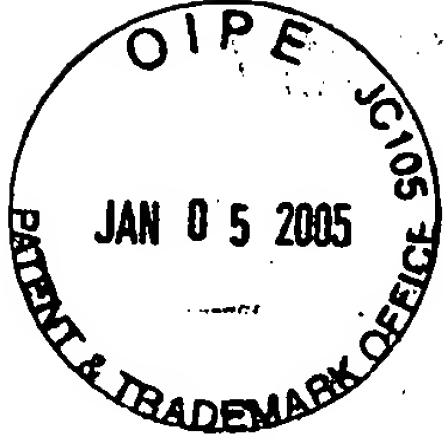


FIG. 6B

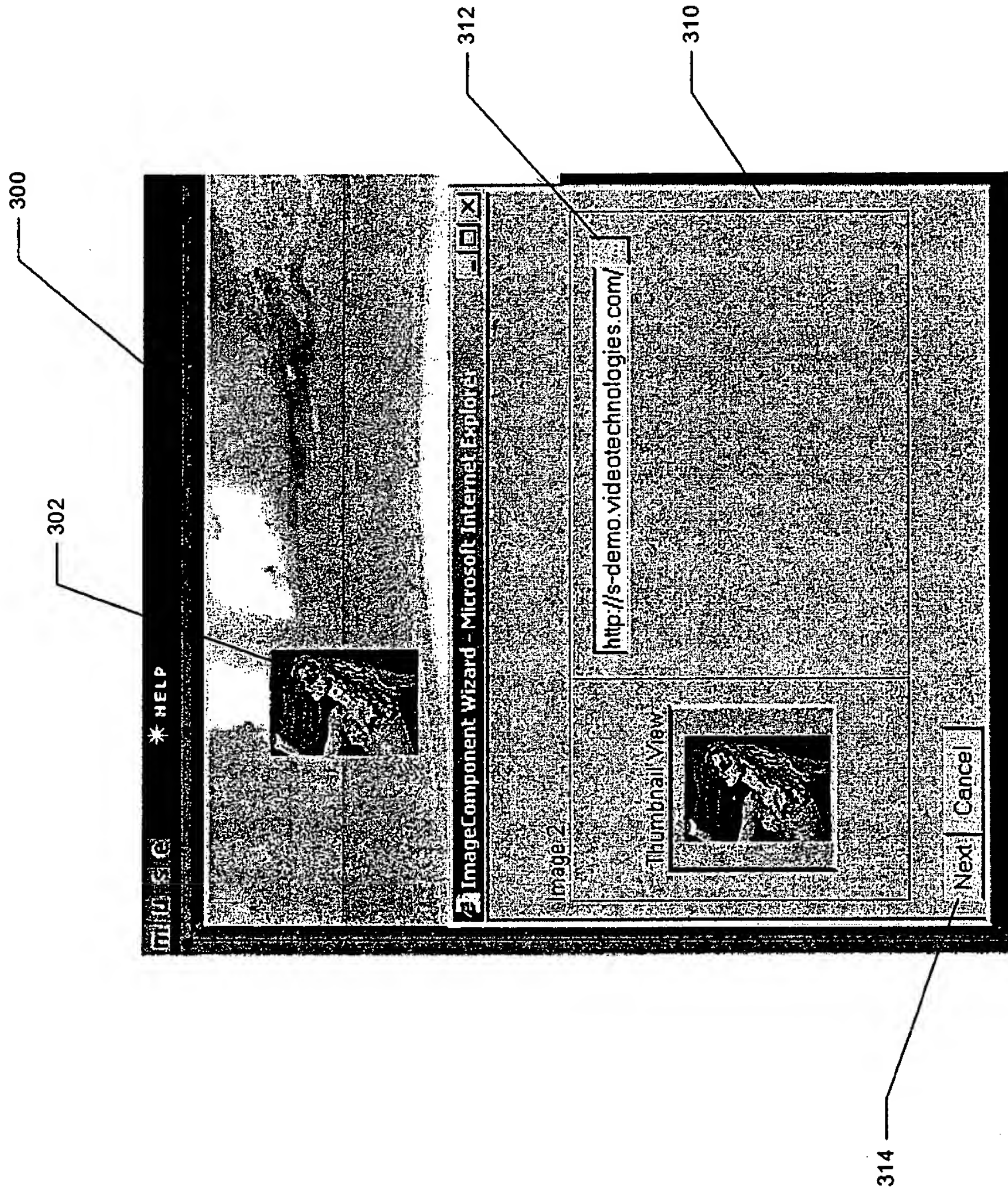


FIG. 6C

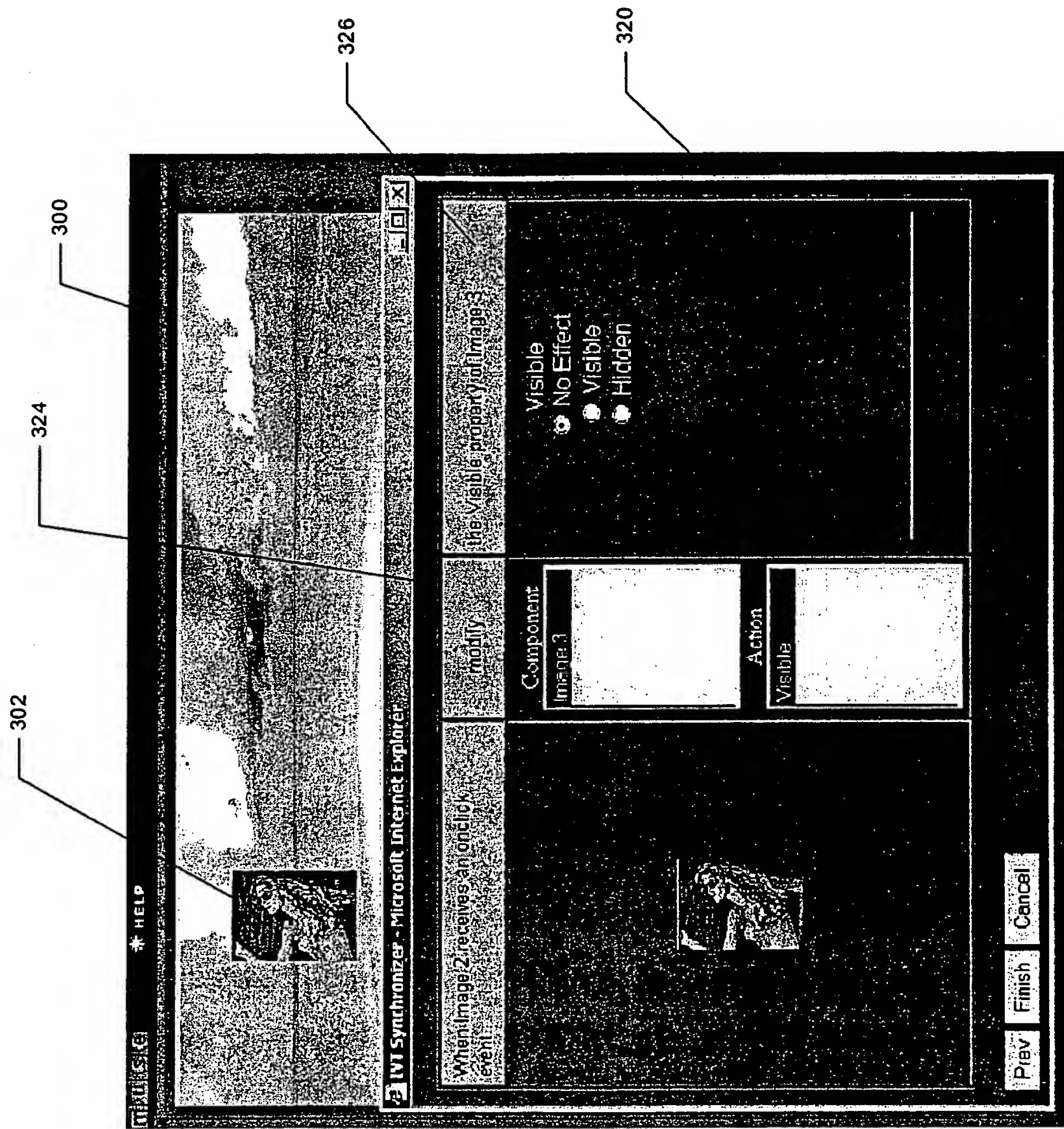


FIG. 6D

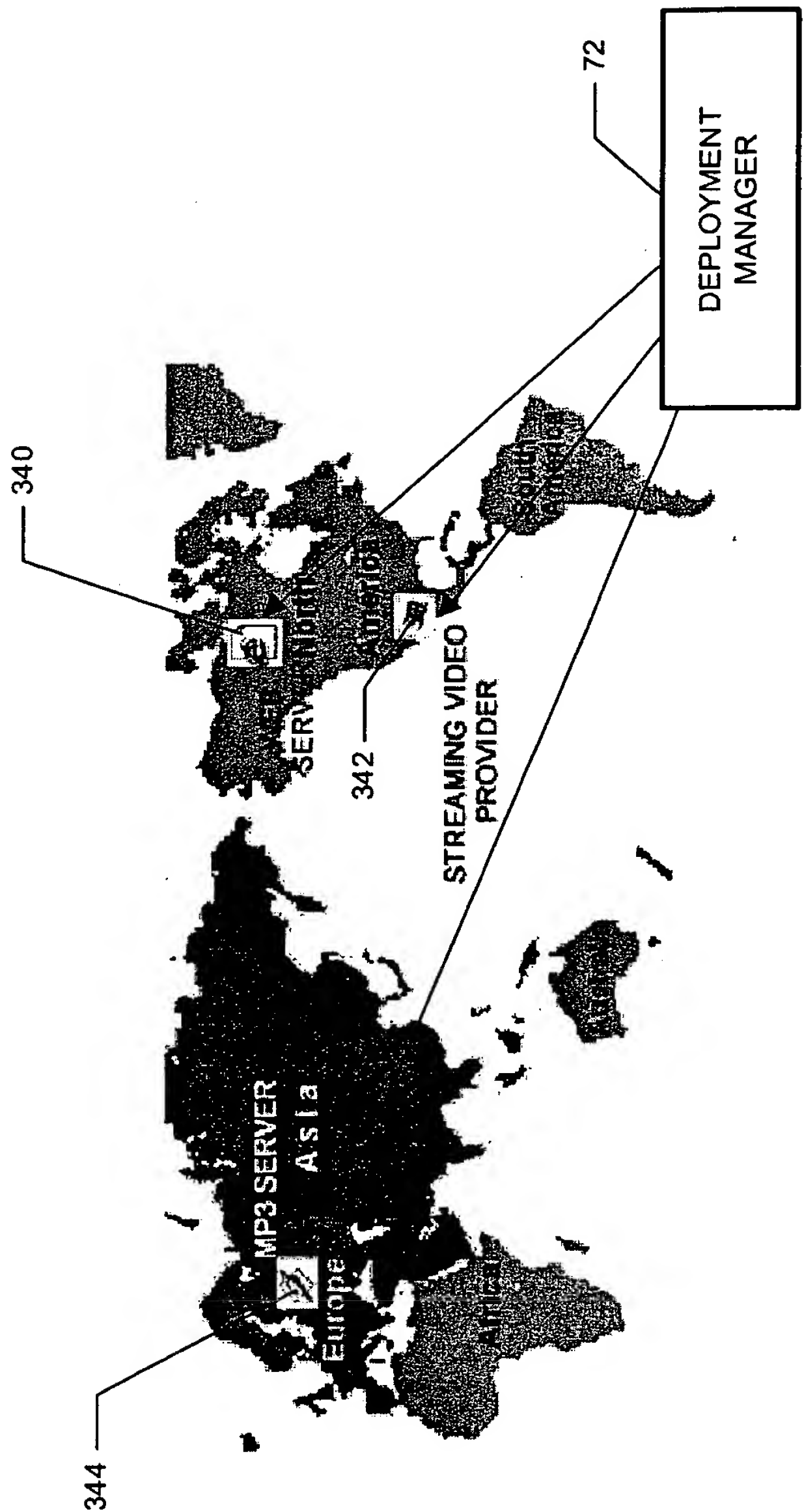
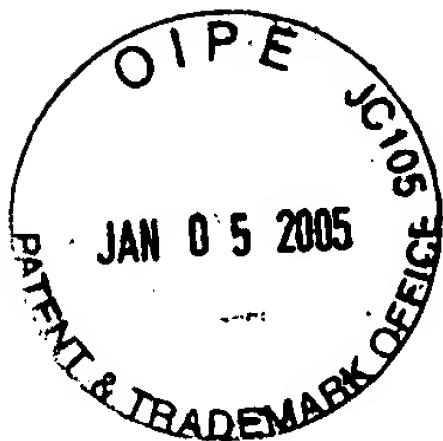


FIG. 7A

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FIG. 7B

http://tools.ivtweb.com/Deployment/DefinitionGenerator.asp - Microsoft Internet Explorer

Deployment Wizard: My First Deployment

☒ Use the deployment wizard

Host:

Host Name	Server	User Name	Password
WebSite	www.website.com	Jason	

Link:

Link Path	Link Path
/deploy	http://www.website.com/deploy

Type: VIDEO Extensions: .gif, .jpg

Host:

Host Name	Server	User Name	Password
IBeam	www.ibeam.com	ibeam_account	

Link:

Link Path	Link Path
/us/ca/	http://www.ibeam.com/us/ca/

Type: IMAGE Extensions: .gif, .jpg

Host:

Host Name	Server	User Name	Password
graphics	www.graphics.com	Jason	

Link:

Link Path	Link Path
/iberkin/images/	http://www.graphics.com/

Done Cancel

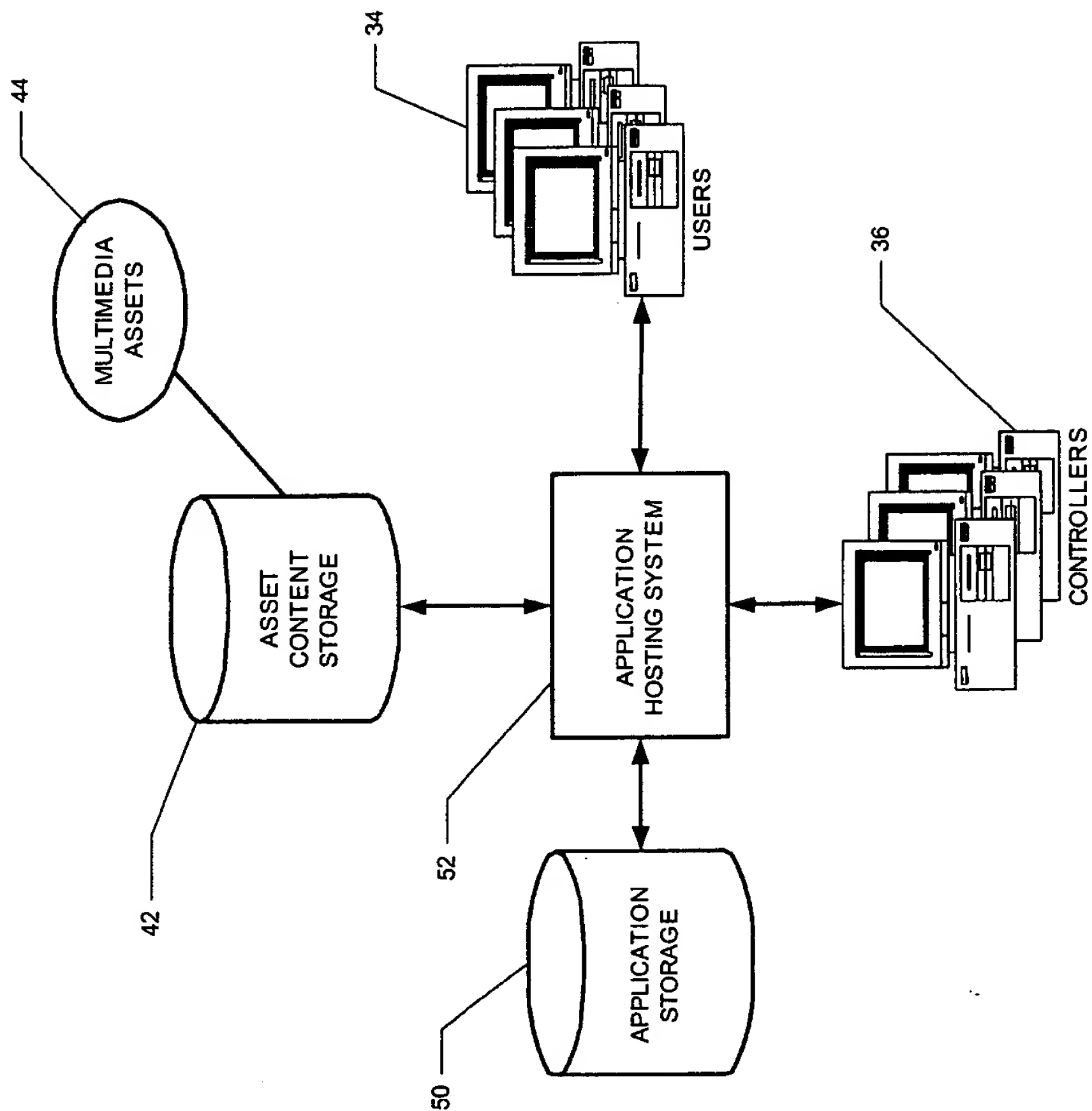


FIG. 8



REPLACEMENT SHEET

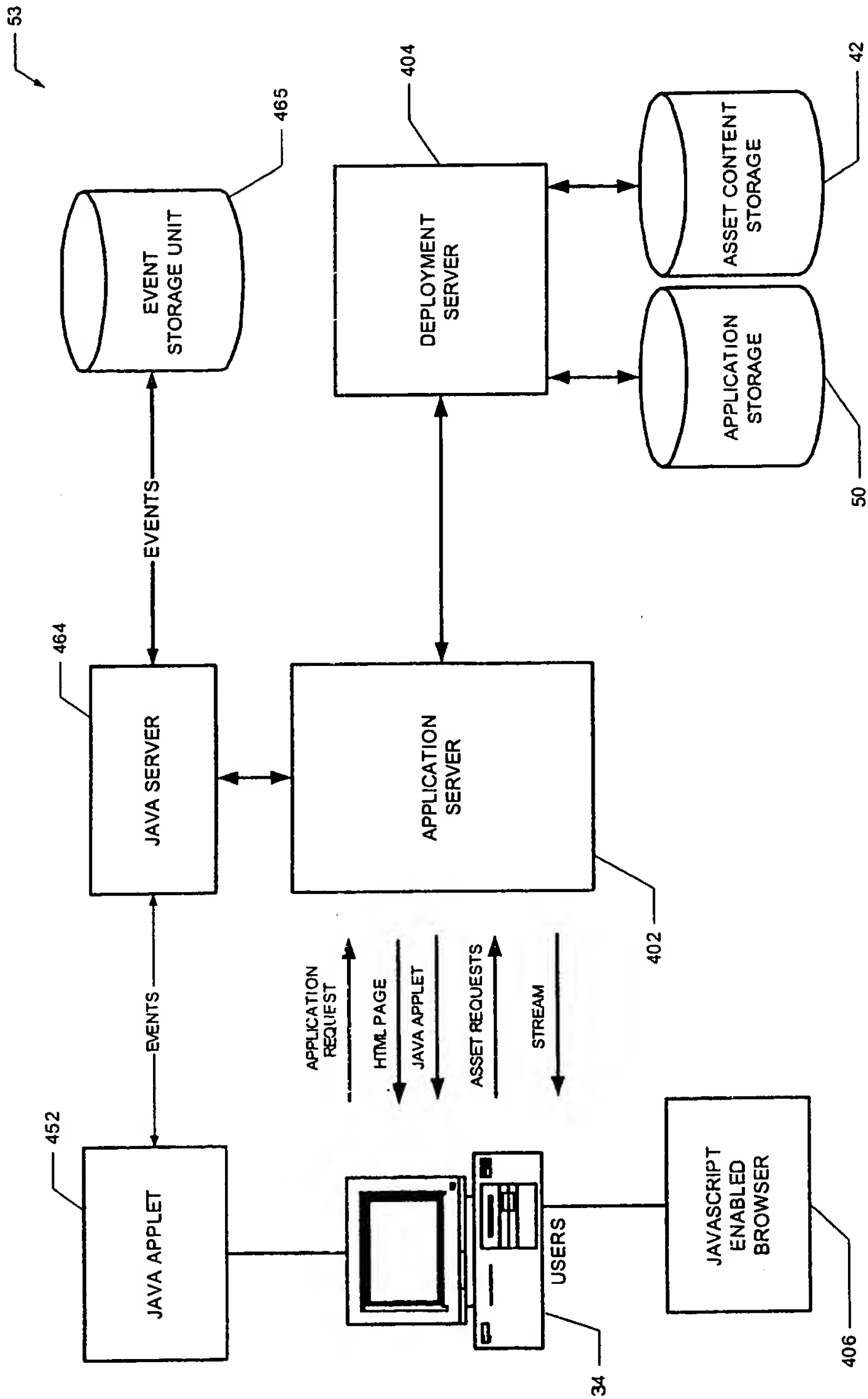
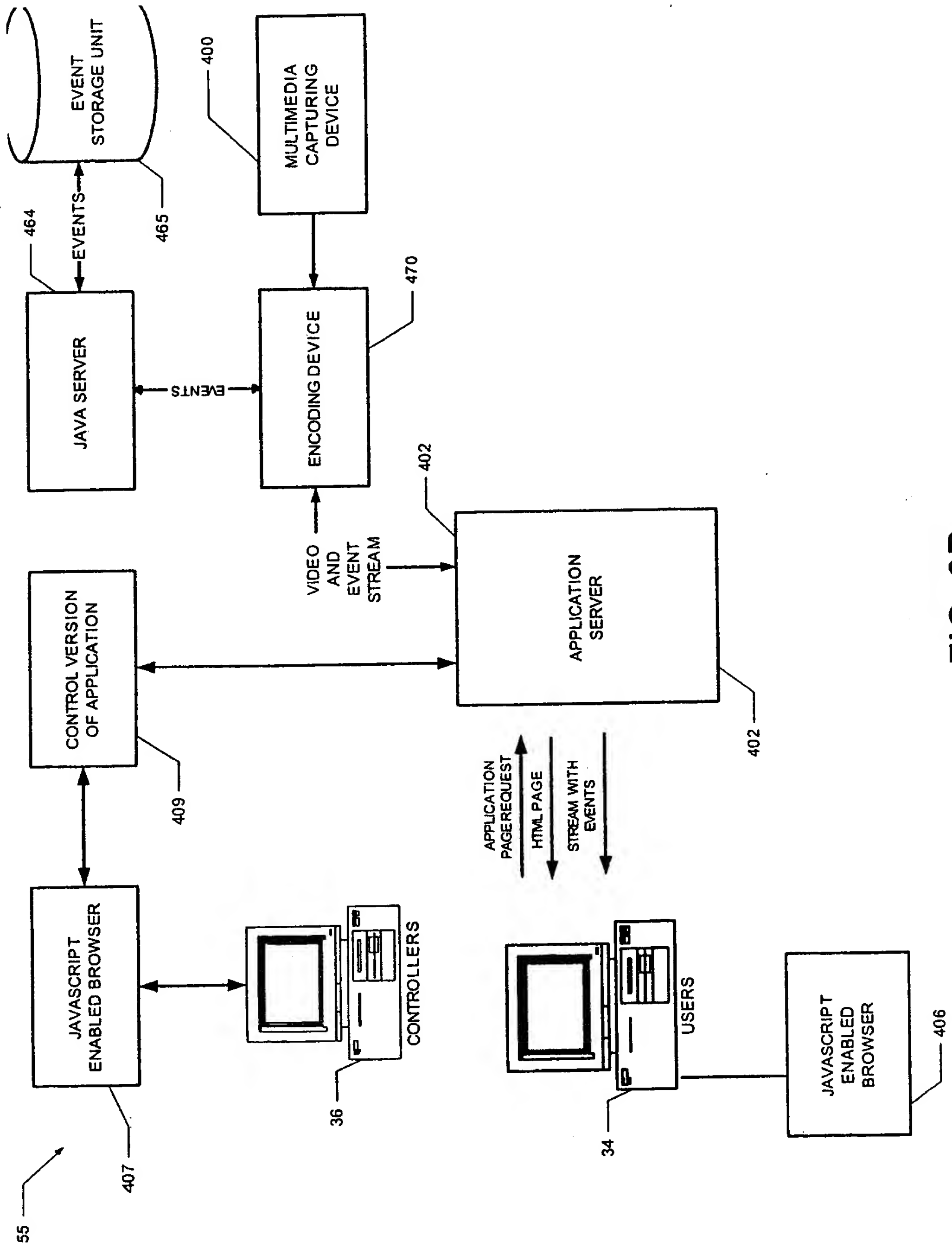


FIG. 9A





Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{currentTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

FIG. 10



REPLACEMENT SHEET

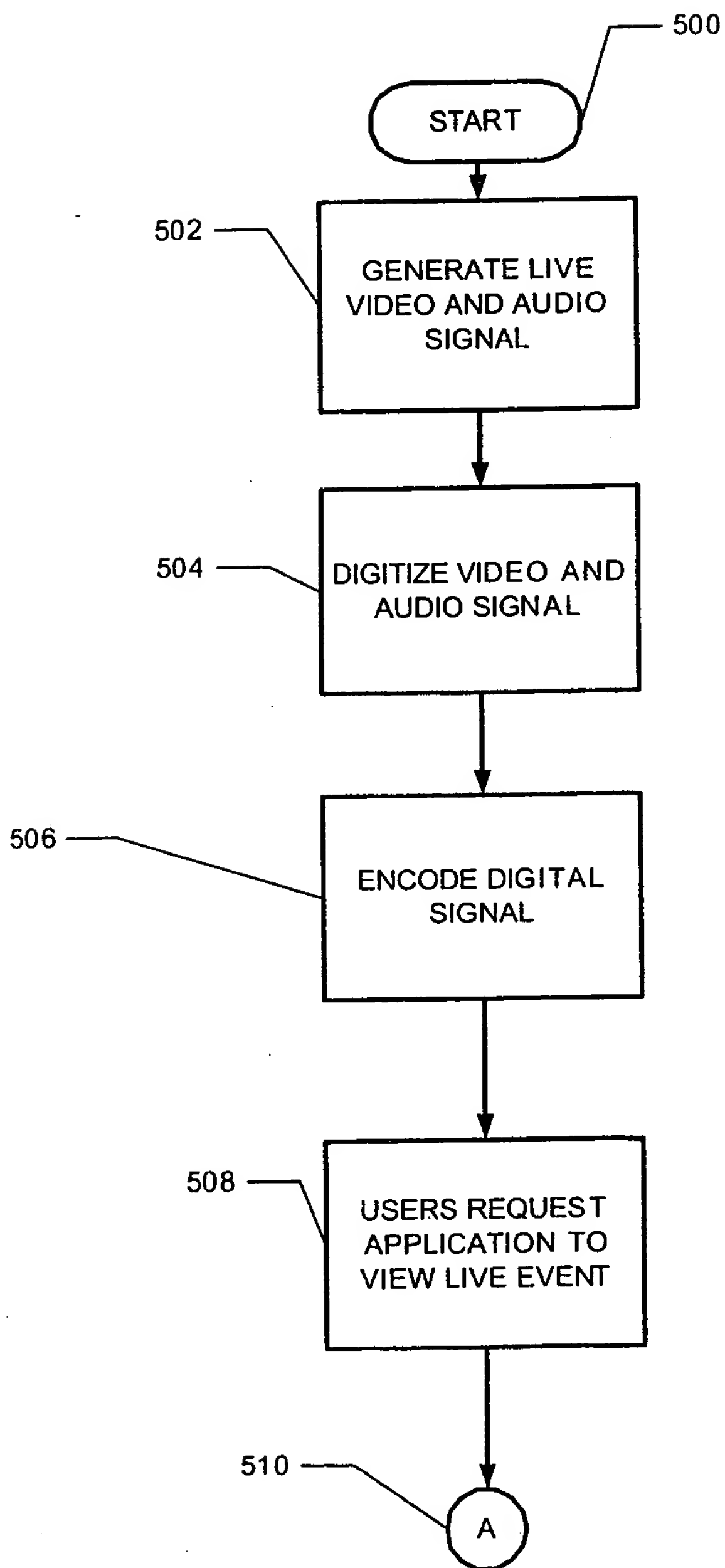


FIG. 11A

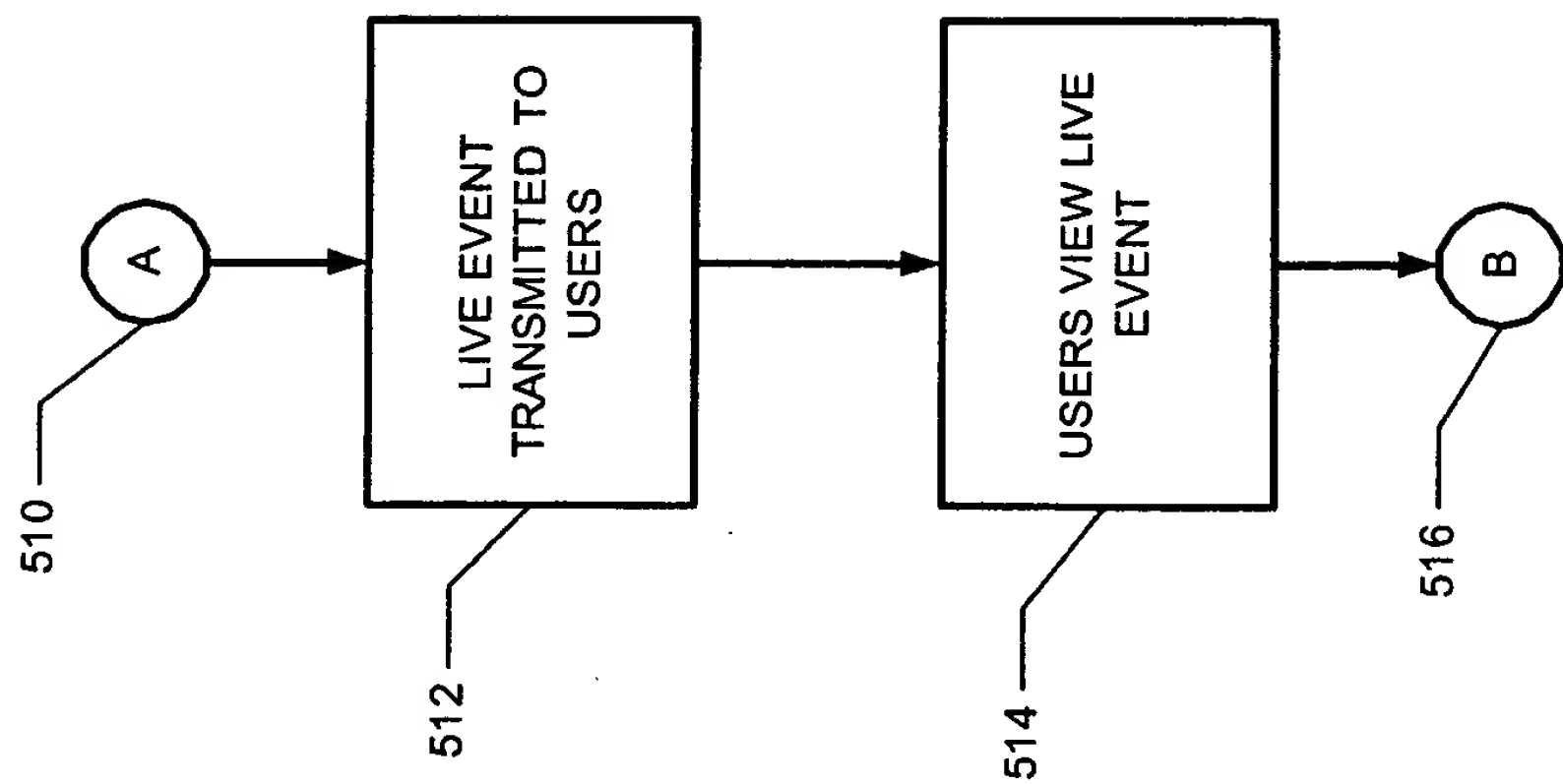
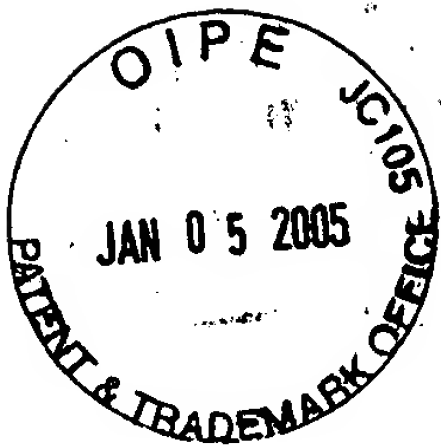


FIG. 11B

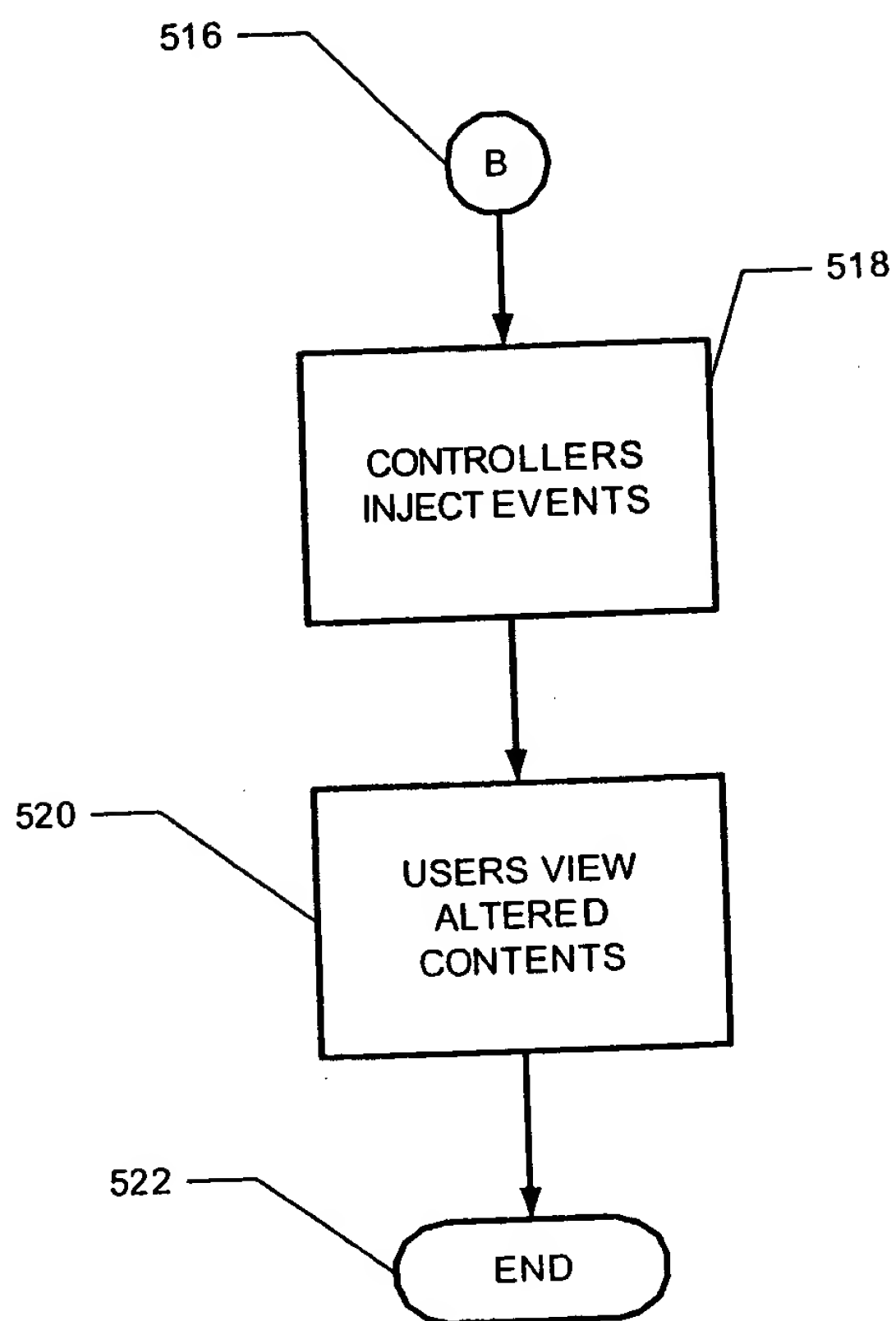
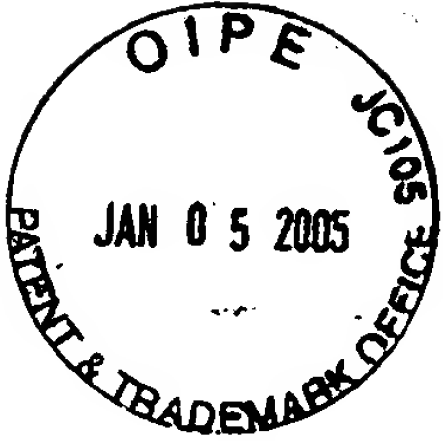


FIG. 11C



REPLACEMENT SHEET

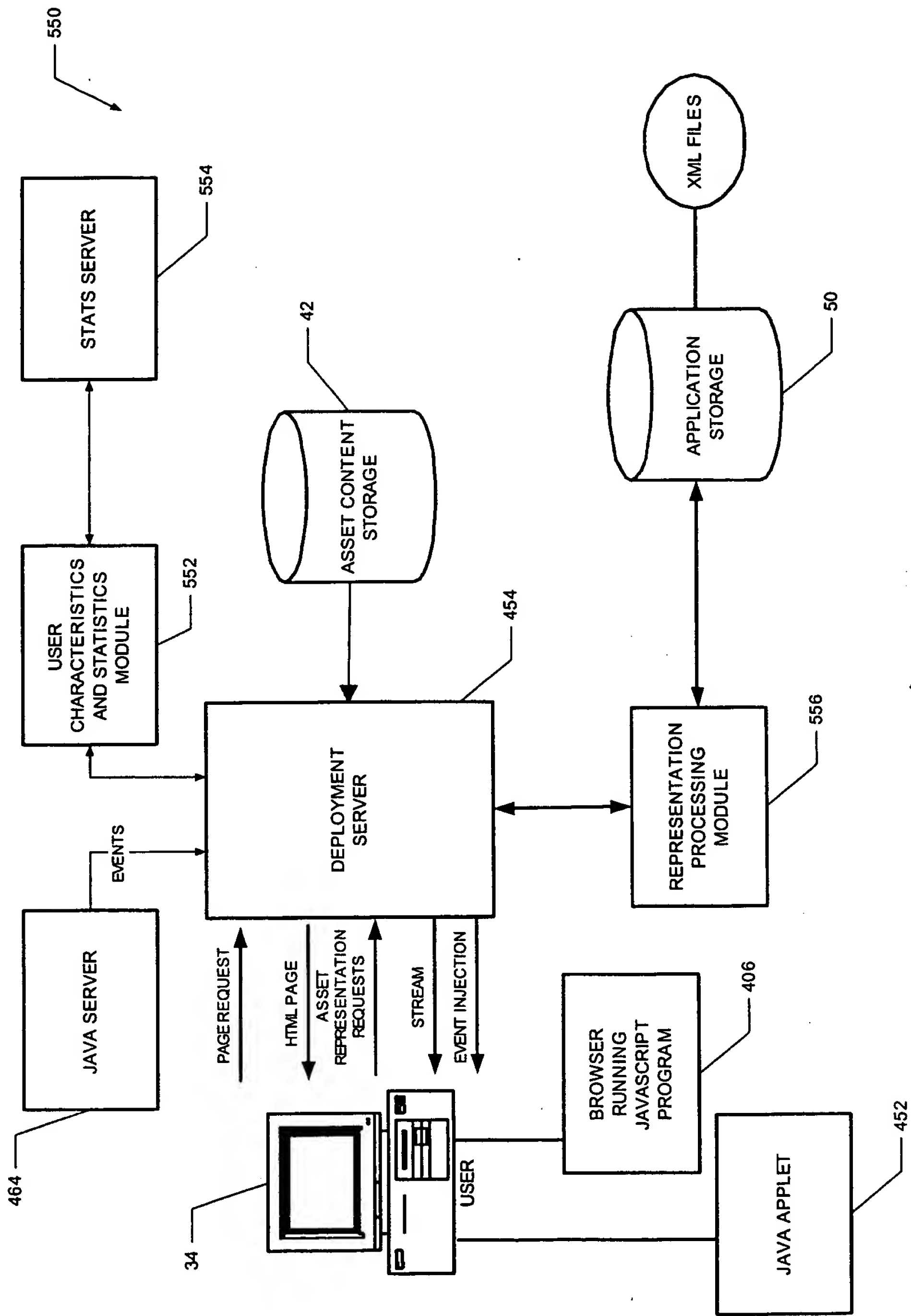


FIG. 12A

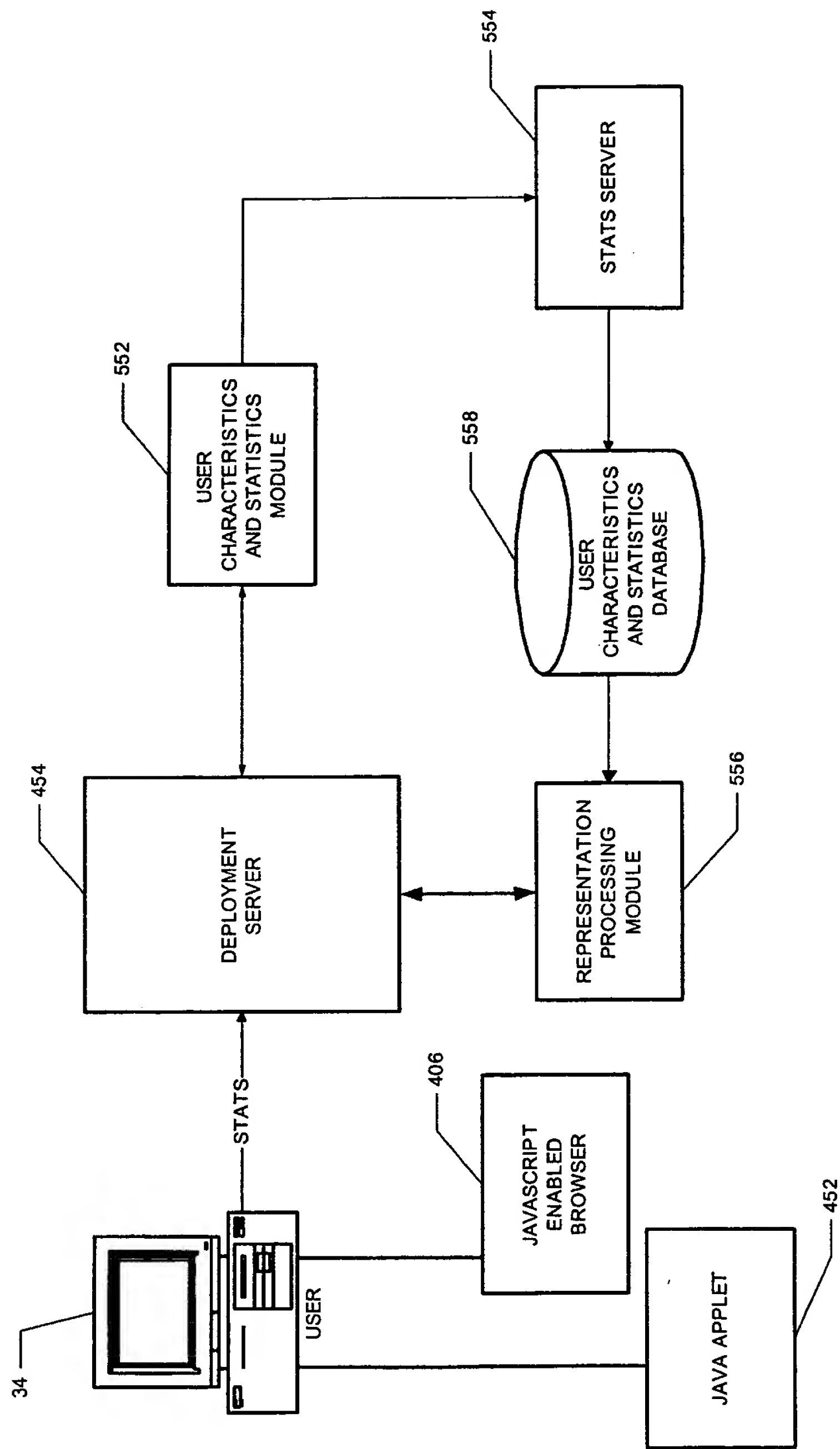


FIG. 12B

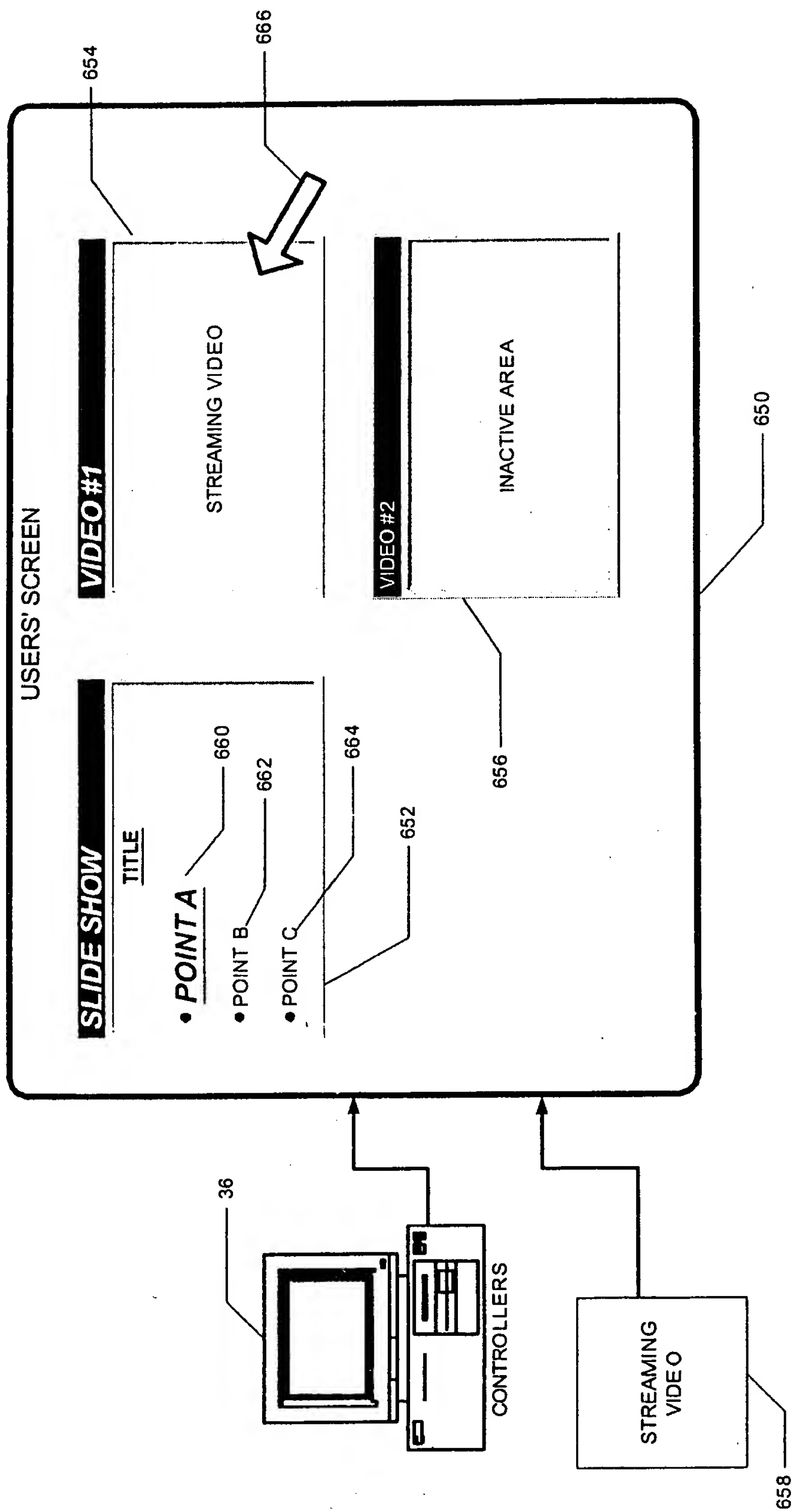
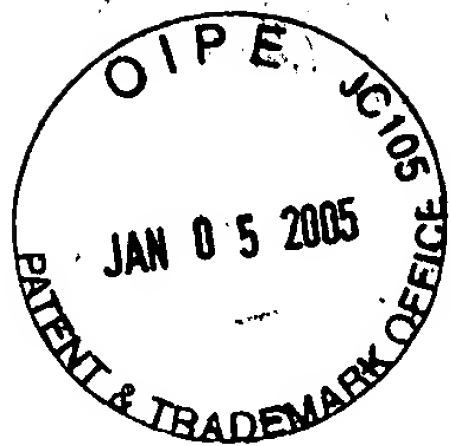


FIG. 13A

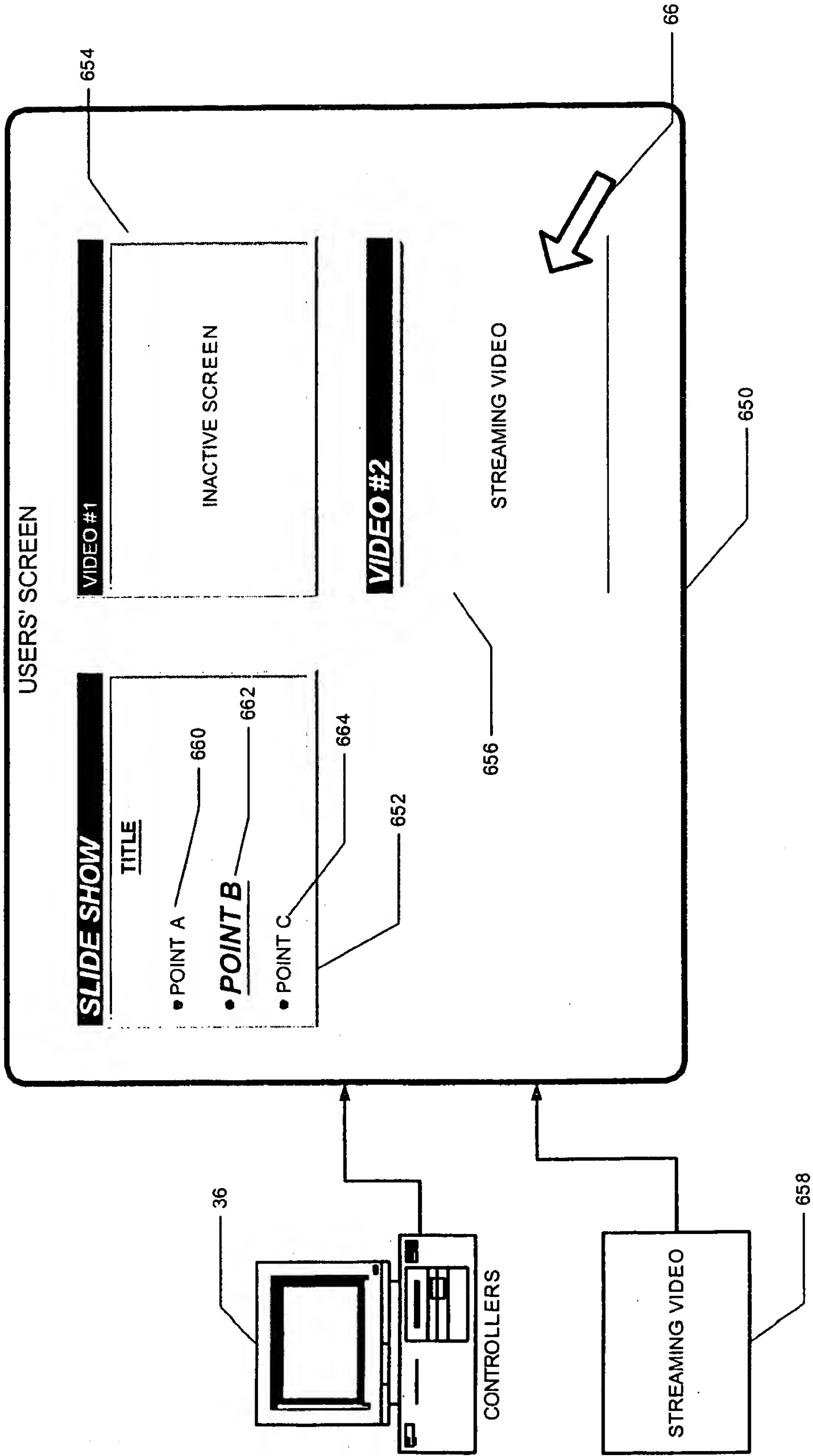
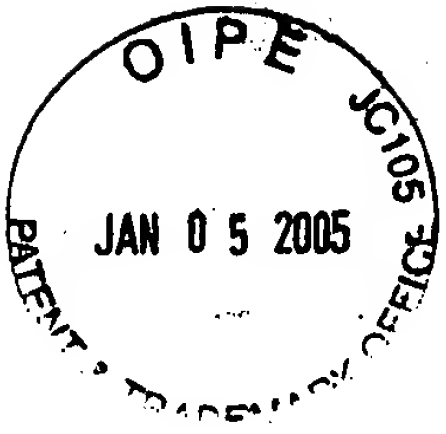


FIG. 13B

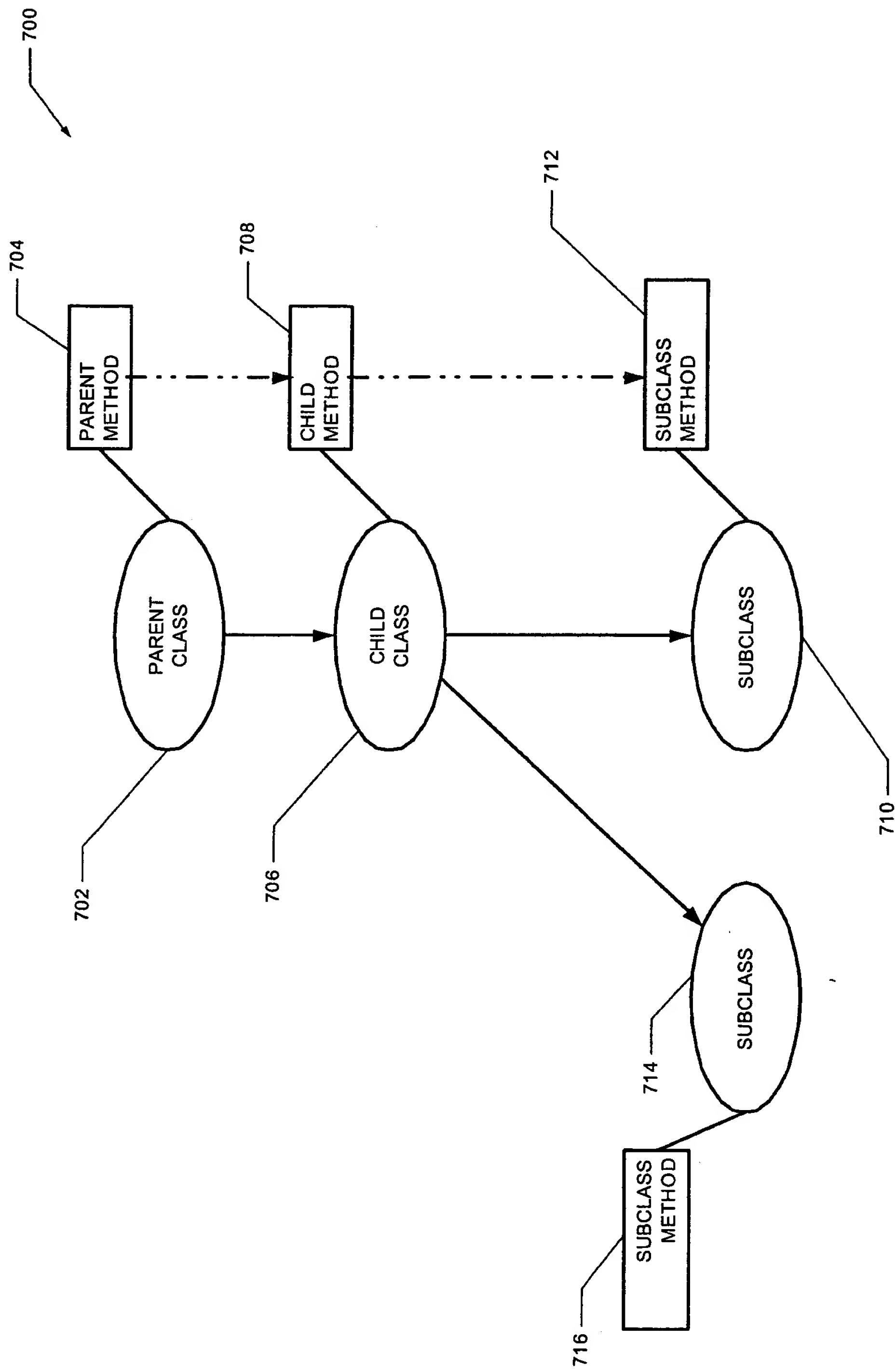


FIG. 14



800

<SCRIPT language=Javascript>

```

//*****
//      When calling any function or property that is a member of a class, instead of
//      using this.func() or this.prop use this.stub.func() or this.stub.prop.
//      This allows classes derived from a base class to override any function or property calls.
//      When overriding a base class's function, (e.g. func() ), use this.superclass.func()
//      to call the base implementation
//*****
function Component(subClass)
{
    //*****
    //      this.stub = subClass|this;
    //      this.superclass = null;
    //*****
    this.propertyList = new Array("Left", "Top", "Width", "Height");
    this.description = "Component";
    this.imageSrc = "";
    this.OnActivate = OnActivate;
    function OnActivate()
    {
        alert("Base Activate");
        this.stub.OnActivateProperties()
    }
    this.OnActivateProperties = OnActivateProperties;
    function OnActivateProperties()
    {
        alert("Base OnActivateProperties");
    }
}
}
```

FIG. 15A

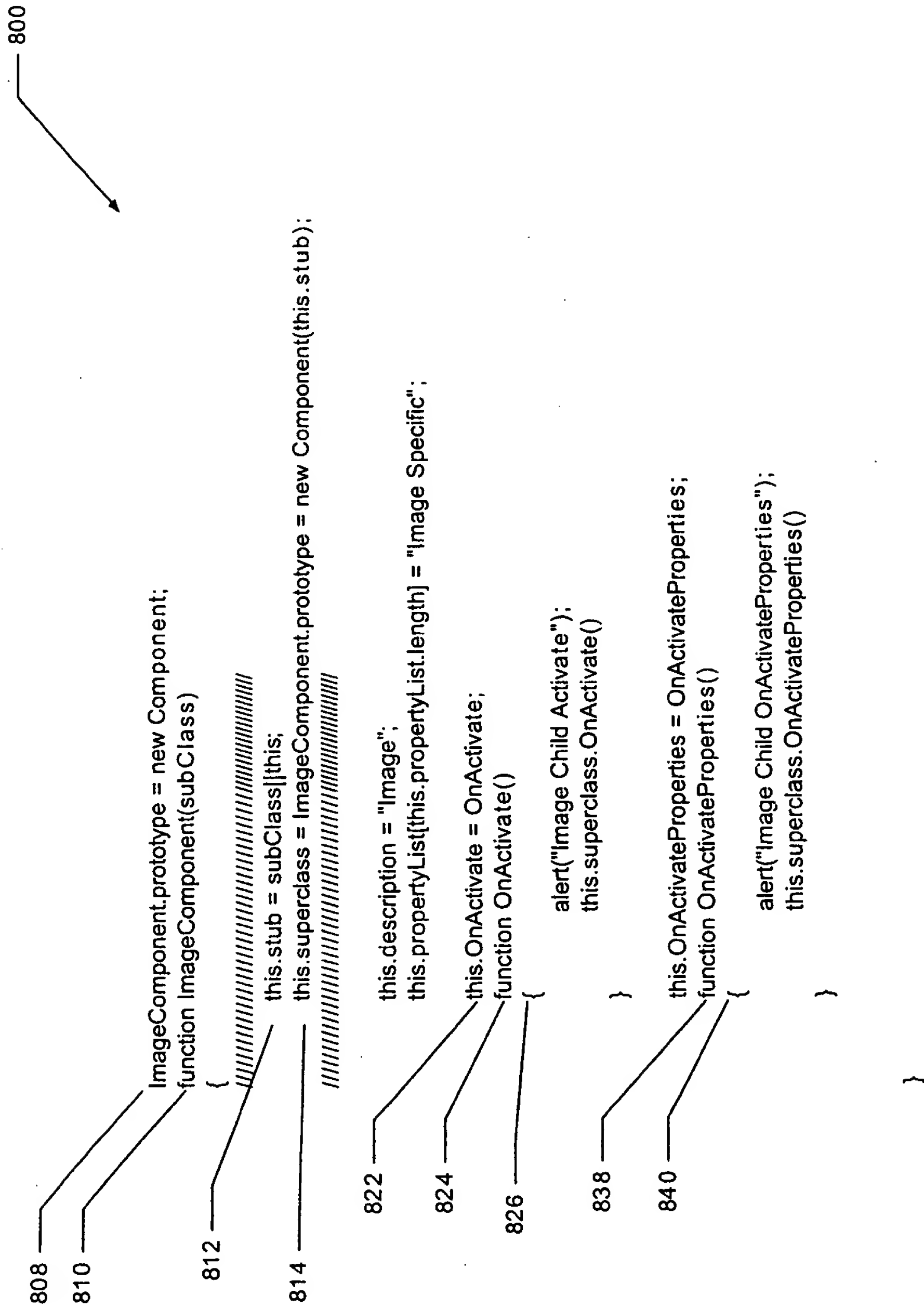


FIG. 15B



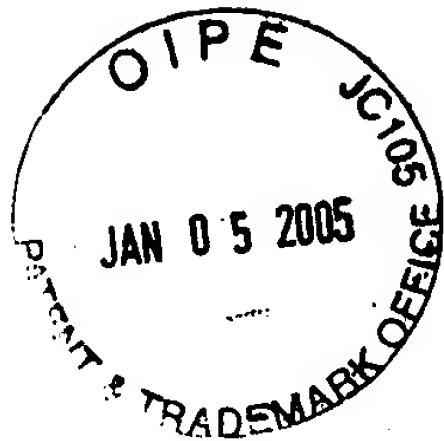
800

```
860  GIFComponent.prototype = new ImageComponent;
862  function GIFComponent(subClass)
      {
864  // this.stub = subClass||this;
866  // this.superclass = GIFComponent.prototype = new ImageComponent(this.stub);
      }

      this.description = "GIF";
      this.propertyList[this.propertyList.length] = "GIF Specific";

      this.OnActivate = OnActivate;
      function OnActivate()
      {
          alert("GIF Child Activate");
          this.superclass.OnActivate();
      }
      this.OnActivateProperties = OnActivateProperties;
      function OnActivateProperties()
      {
          alert("GIF Child OnActivateProperties");
          this.superclass.OnActivateProperties();
      }
  }
```

FIG. 15C



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```
870  GIF89Component.prototype = new GIFComponent;
      function GIF89Component(subClass)
      {
872  //////////////////////////////////////////////////
          this.stub = subClass||this;
          this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);
          //////////////////////////////////////////////////

          this.description = "GIF89";
          this.propertyList[this.propertyList.length] = "GIF89 Specific";

          this.OnActivate = OnActivate;
          function OnActivate()
          {
              alert("GIF89 Child Activate");
              this.superclass.OnActivate()
          }

          this.OnActivateProperties = OnActivateProperties;
          function OnActivateProperties()
          {
              alert("GIF89 Child OnActivateProperties");
              this.superclass.OnActivateProperties()
          }
      }
}
```

FIG. 15D



REPLACEMENT SHEET

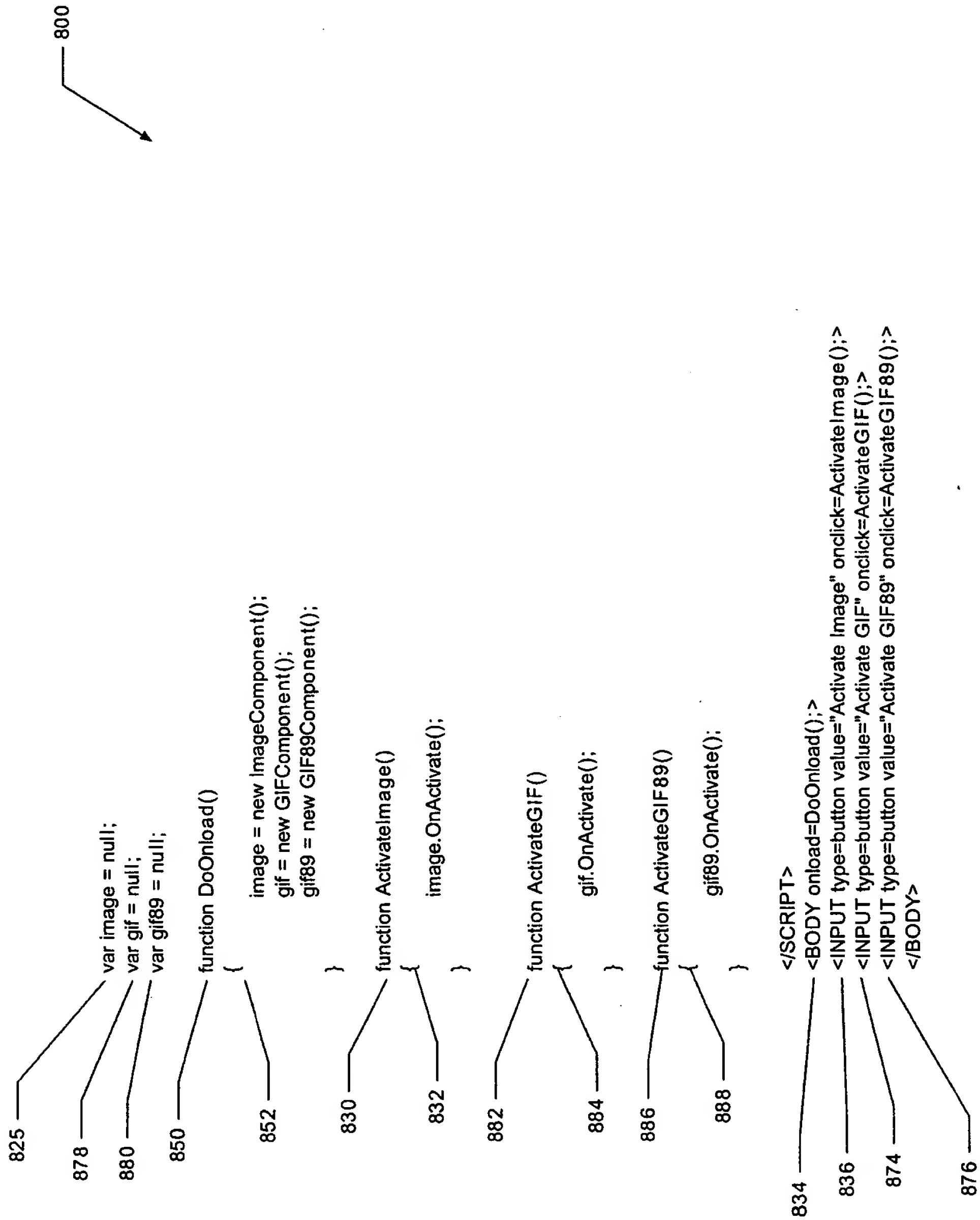


FIG. 15E

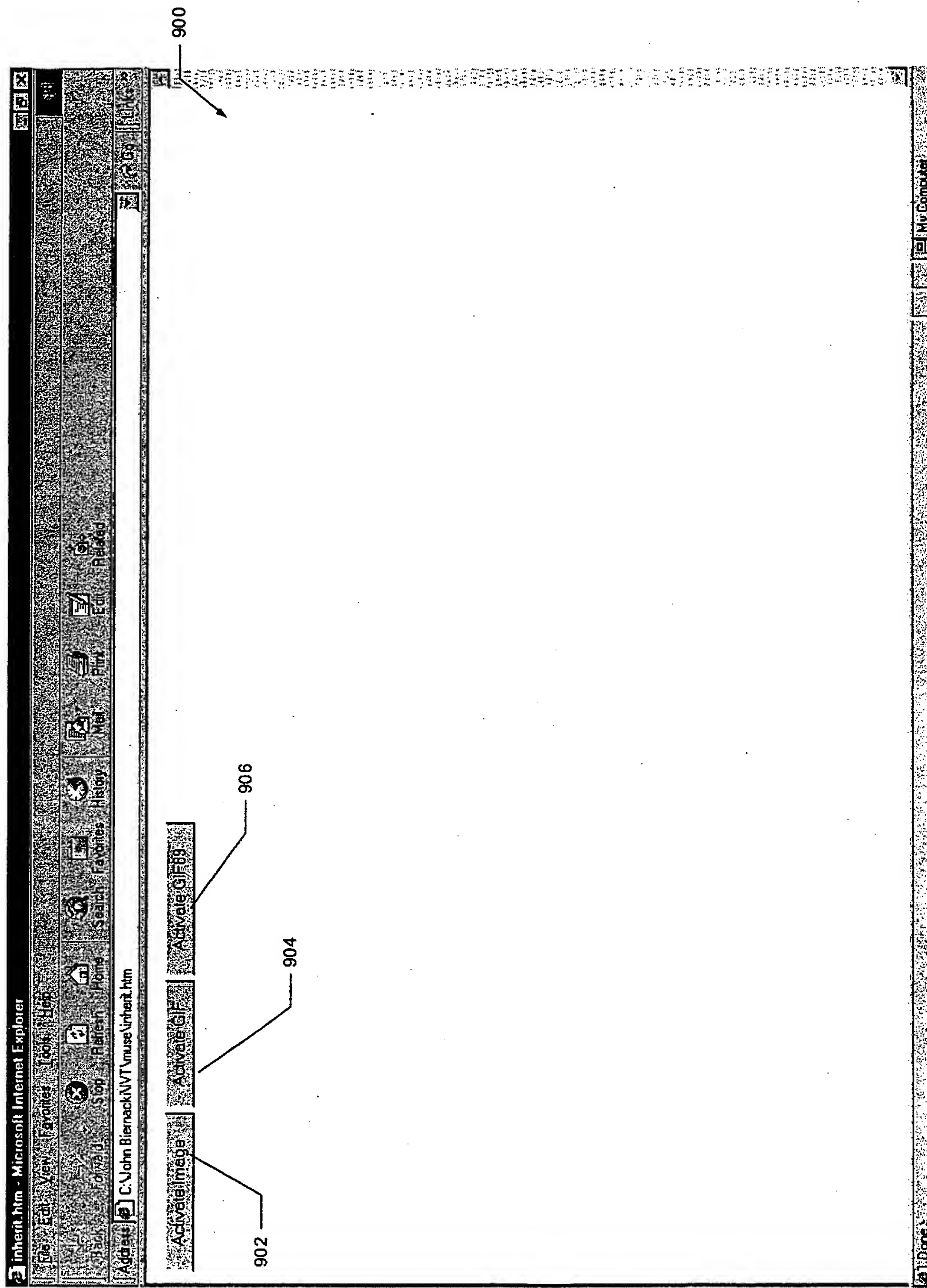
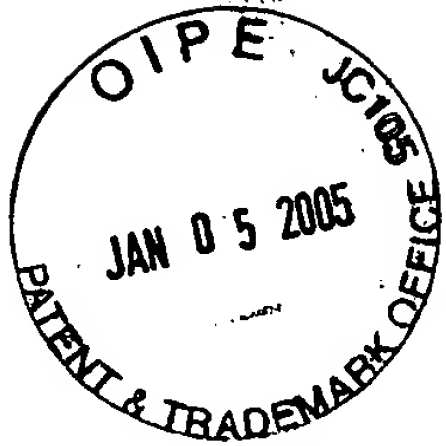


FIG. 16A

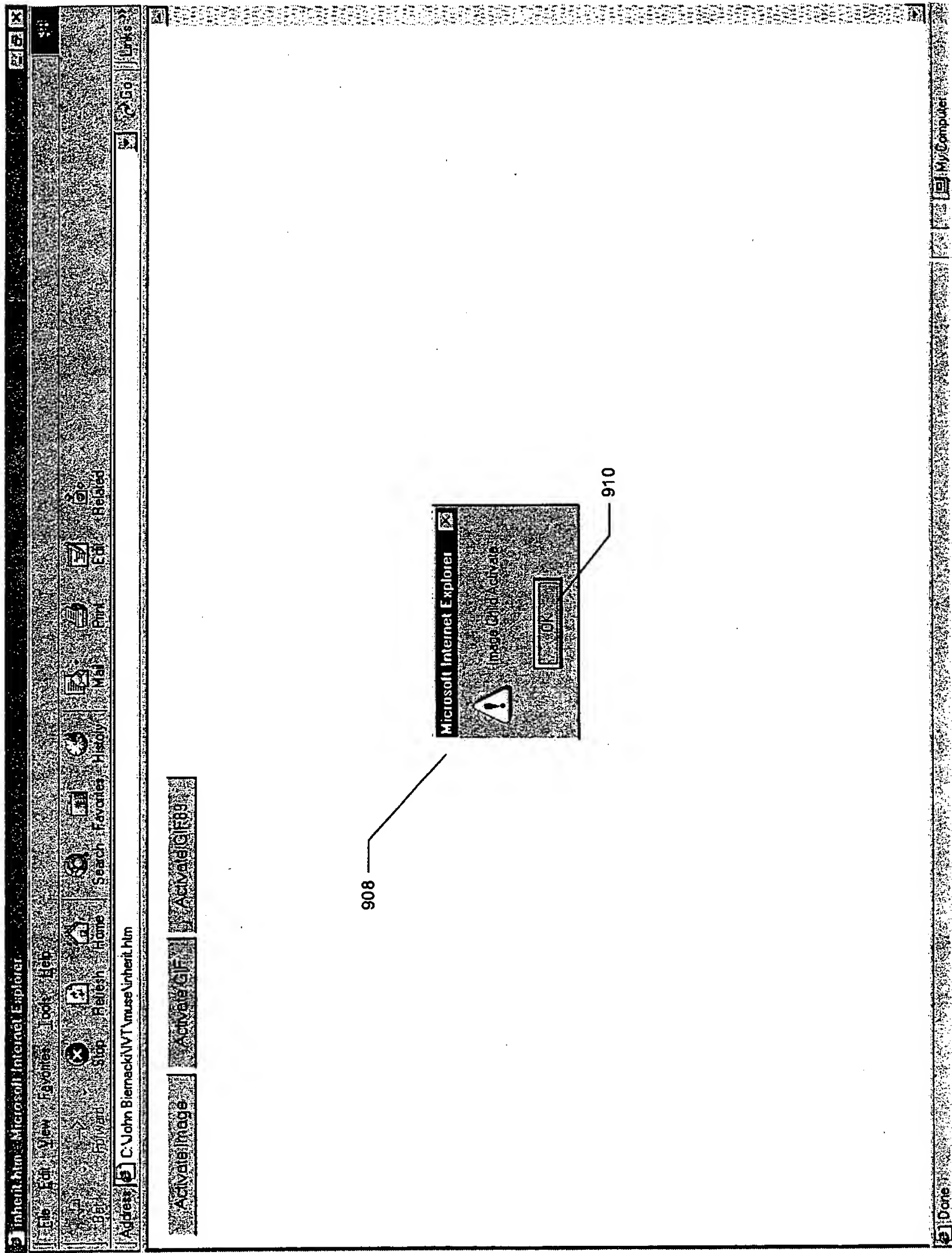


FIG. 16B

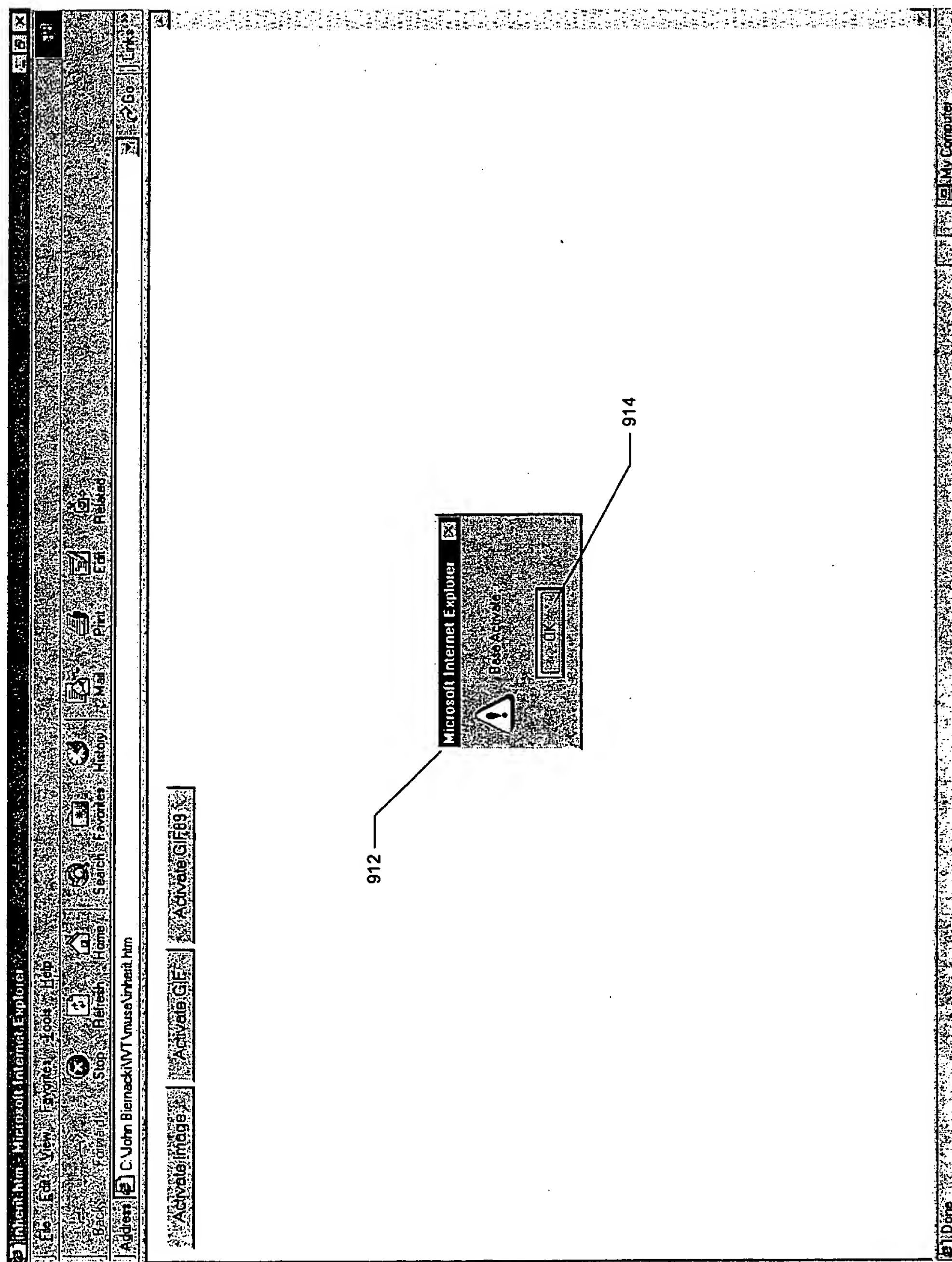


FIG. 16C

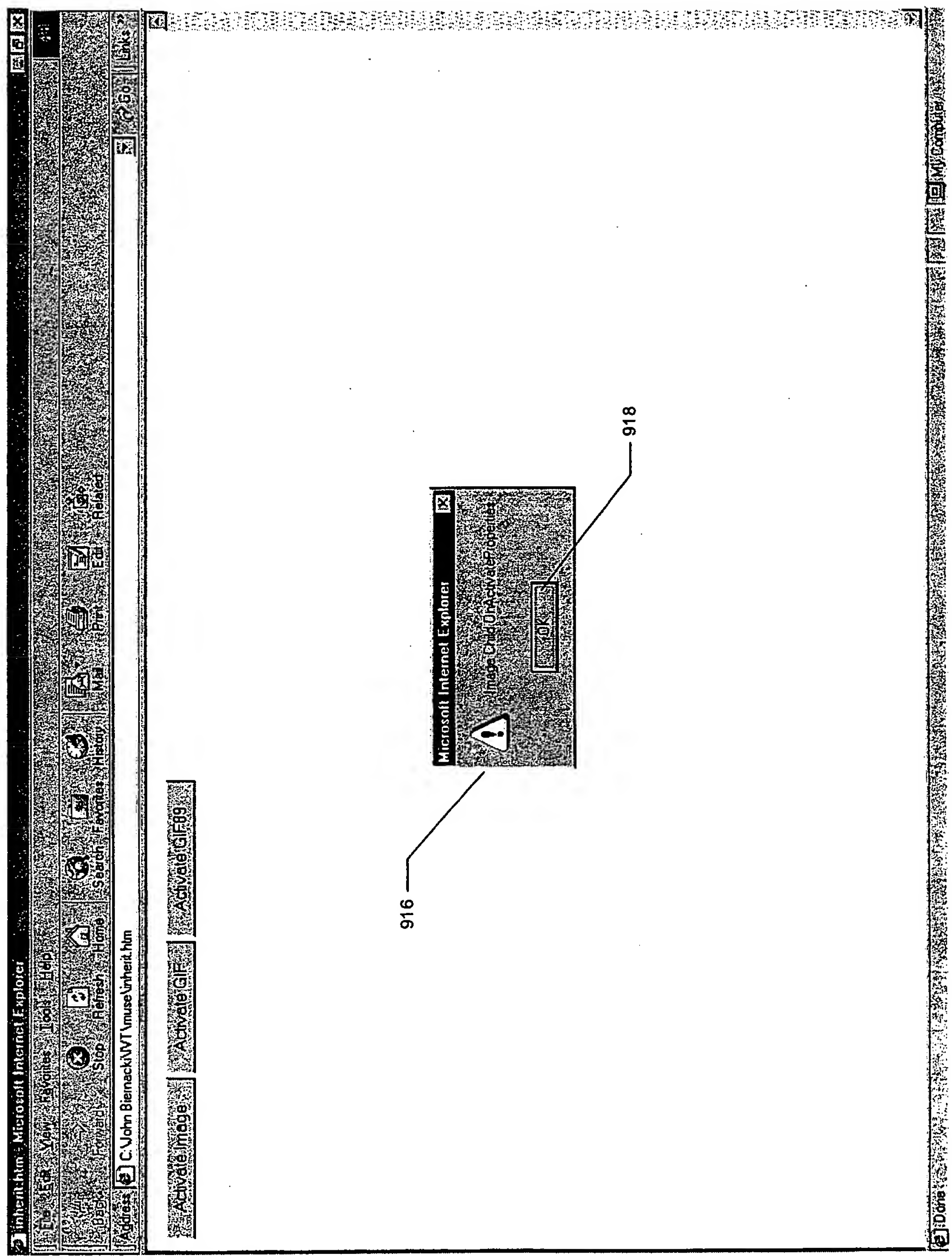


FIG. 16D

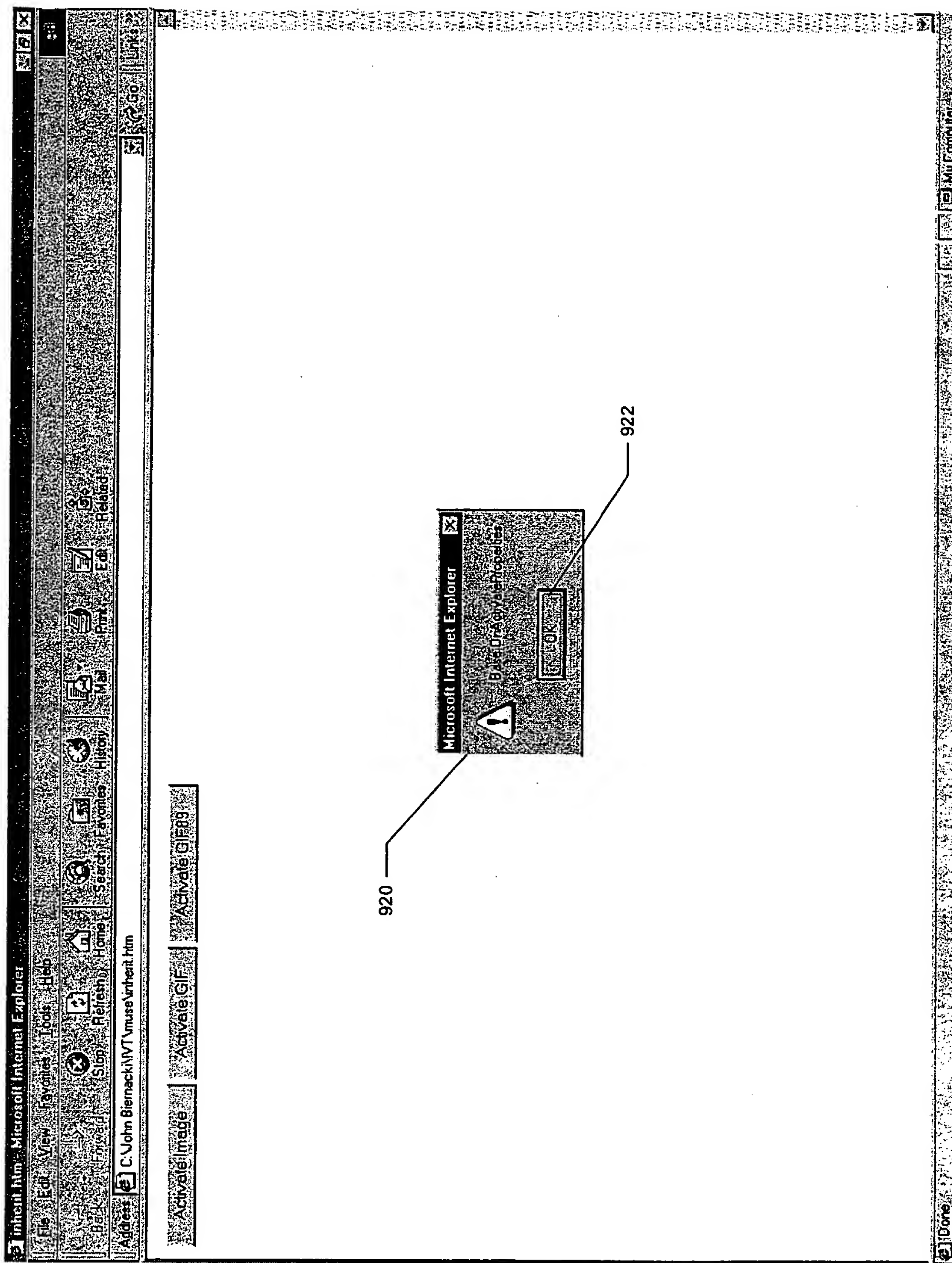


FIG. 16E

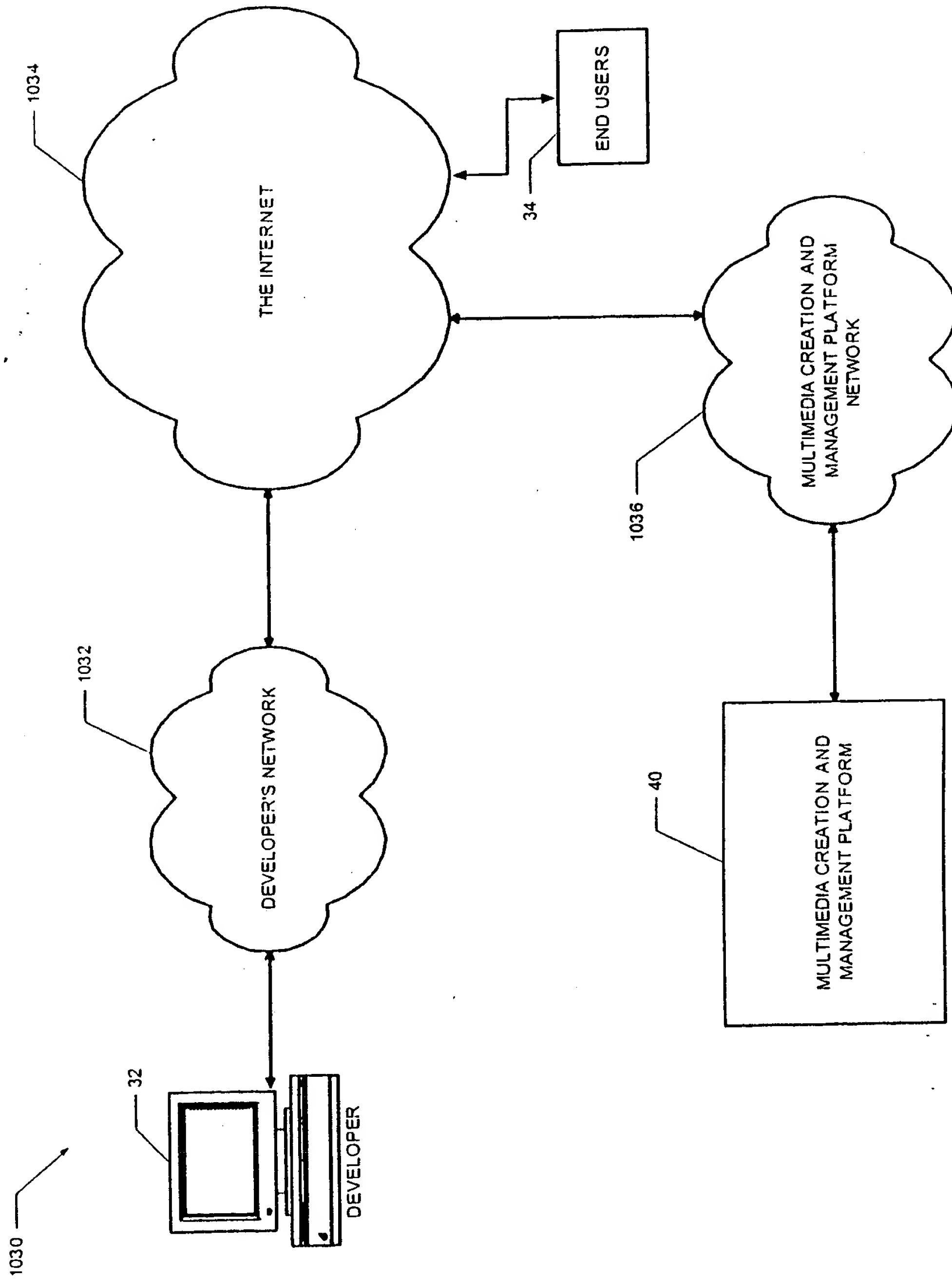


FIG. 17A

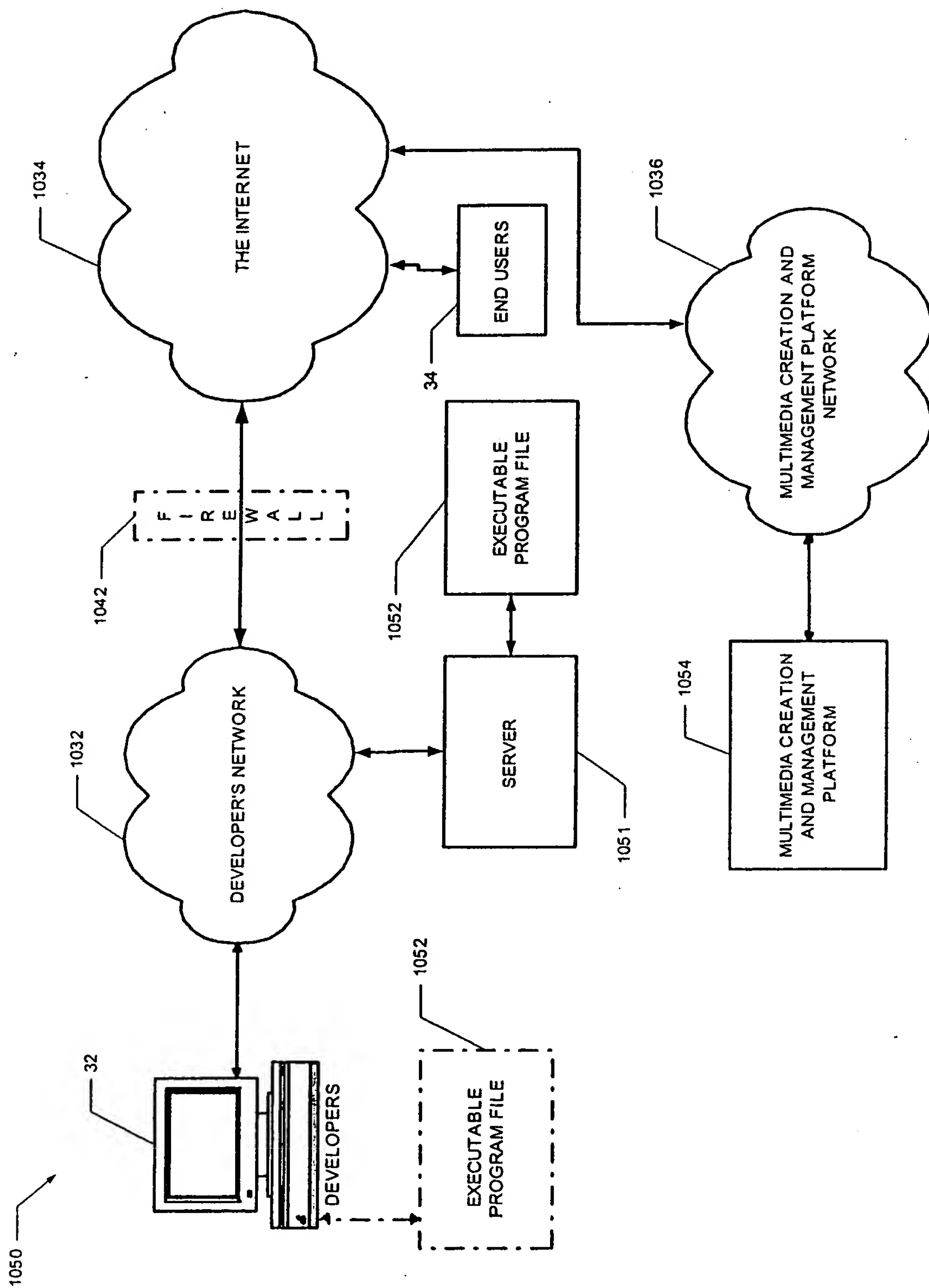
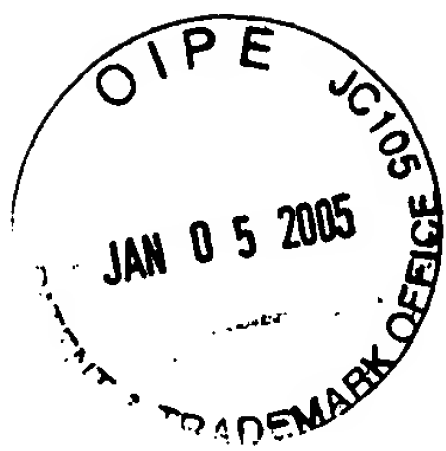


FIG. 17B

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